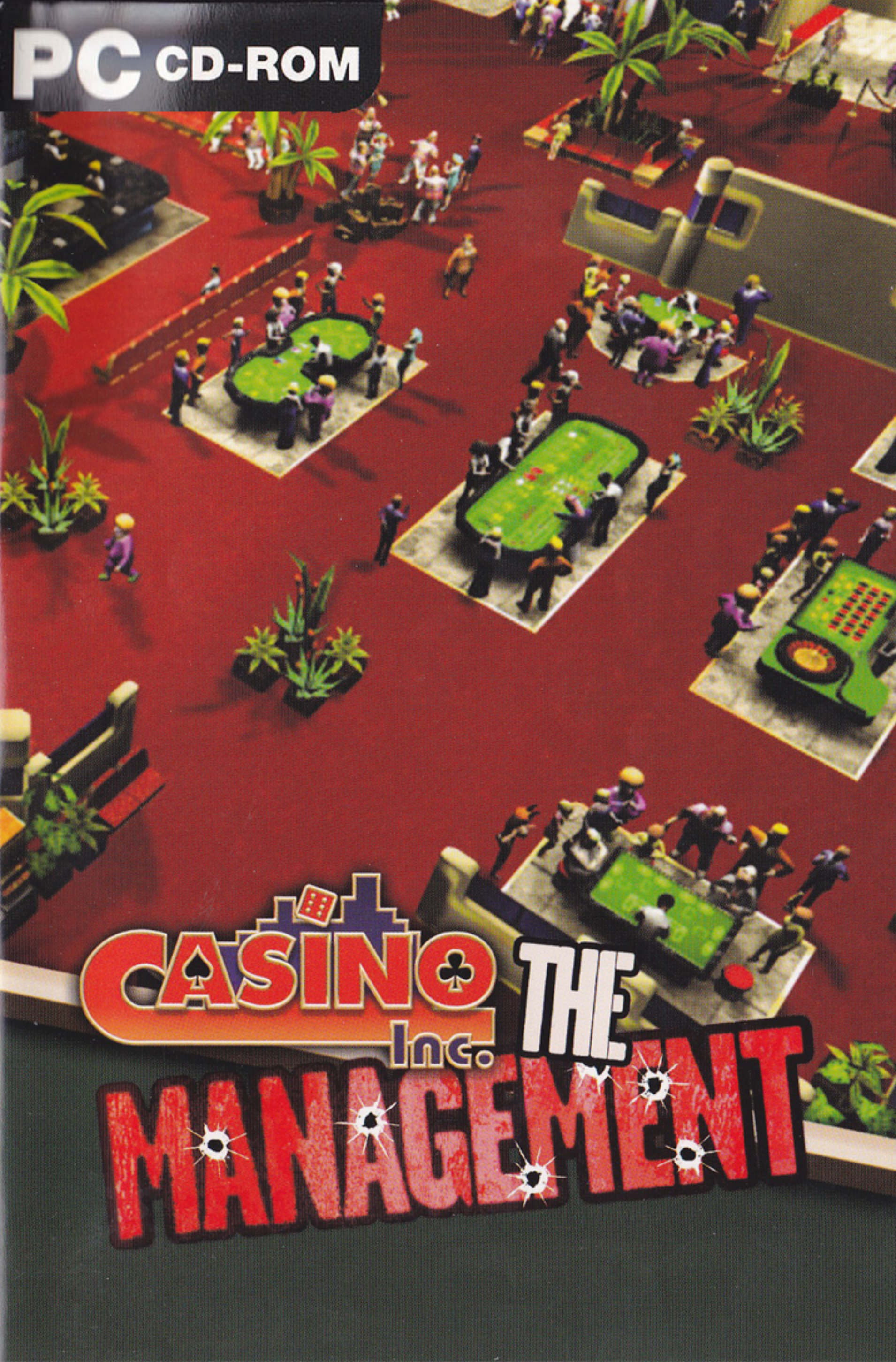
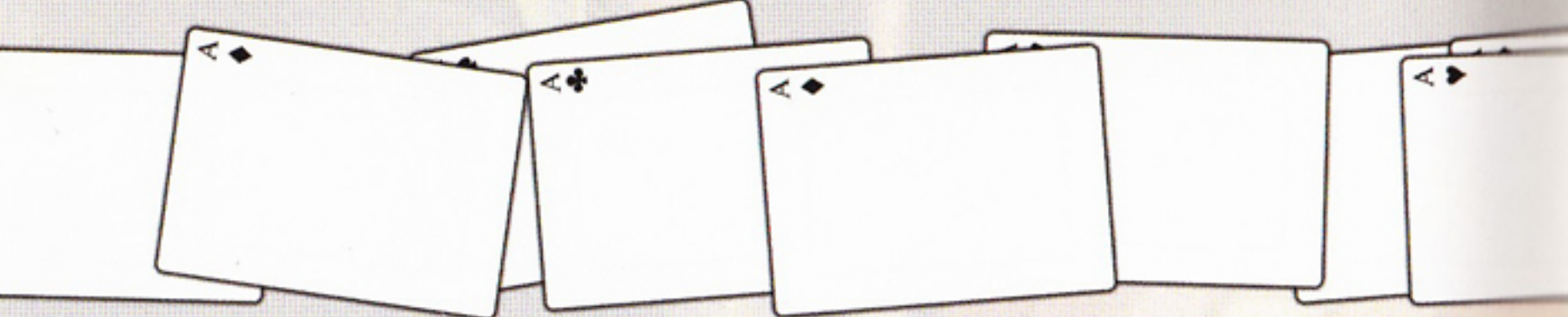


PC CD-ROM



CASINO **Inc.** **THE**
MANAGEMENT



EPILEPSY WARNING

Some people may be susceptible to seizures when exposed to certain visual images, including flashing lights or patterns that may appear in everyday life including video games. Even people who do not have a medical history of epilepsy or seizures might have an undiagnosed condition that can cause "photosensitive epileptic seizures" while playing or watching video games.

Seizures may cause loss of consciousness or convulsions that can lead to injury from falling over or hitting nearby objects, but there are a variety of other symptoms, including, eye or muscle twitching, light-headedness, blurred or altered vision, confusion, involuntary shaking of arms or legs, disorientation, or momentary loss of awareness.

If you experience any of these symptoms, immediately stop playing and consult a doctor. Parents should monitor their children, and look out for the above symptoms, as children are more likely to experience a seizure than adults.

The risk of a photosensitive epileptic seizure occurring can be reduced by sitting away from the television screen, playing in a room that is well lit, using a smaller television, and not playing when you are drowsy or tired.

If you or anyone of your family has a history of seizures or epilepsy, consult a doctor before playing.

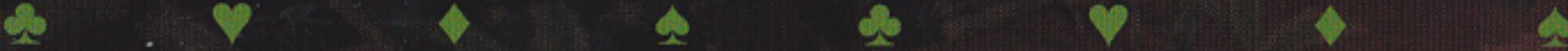
Thank you for purchasing Casino Inc.

Please read this manual thoroughly before playing the game.

Also, please keep this manual in a safe place so you can refer to it easily later.

As a result this product may differ slightly from another depending on the Purchase date.





GAME CONTROLS

Pause Game

- P Key

Save/Load/Quit/Options Menu or Close window - ESC or click on the X button near the Clock.

SCREEN VIEW CONTROLS

Scroll Screen

- Cursor Keys or Mouse Pointer to edge of screen

Rotate View Left/Right

- Delete/End Keys or click on Rotate button (lower left)

Rotate View Left/Right (small increments)

- Insert/Home Keys

Zoom View (4x)

- PgUp/PgDn Keys or click on Magnifying Glass Buttons (+/-)

Move Up One Floor

- Plus Key (+) or click on Floor Indicator

Move Down One Floor

- Minus Key (-) or click on Floor Indicator

MOUSE POINTER

The Mouse Pointer will change 'intelligently' to indicate buttons or areas on the screen that can be affected by your input.

The normal pointer is a yellow arrow attached to gambling chips but if you hover this pointer over a button that is 'active' (ready for your left or right mouse click input) it will change to a pointing hand.

If you are waiting for a game to save or load you will see the yellow arrow pointer with rotating red die.

ACCELERATED/SLOW TIME

Accelerated Time on or off

- Key T or use the 'x' button menu

Slow Time on/off

- Mouse Wheel (if available to you) or use the 'x' button menu

FOLLOWING

To center on and follow any game character or vehicle in the game world, hover the mouse pointer over the character or vehicle and press the F key. Press the F key again to cancel.

When Follow mode is active, a security camera (CCTV) icon will appear at the top of the screen.

POSITIONING ATTRACTIONS

Rotate Attraction

- Click right mouse button

Place Attraction

- Click left mouse button

SELECTING

To select one member of staff - Left click on staff figure (he/she will be highlighted)

To select several members of staff - Hold down CTRL or SHIFT and left-click on multiple staff members OR left-click and hold down mouse button then 'drag box' over the group you want to select, and release (they will all then be highlighted).

ORDERING STAFF

Left click on staff member to select and right click on a character (to open the appropriate Orders menu) or right-click on the floor to make staff member go to there.

CAS/MAN/E-673

CONTENTS

♦	INTRODUCTION & TECHNICAL	4
♠	THE TUTORIALS	5
♥	GAME SCREEN AND CONTROLS SUMMARY	6
♣	PLAYING THE GAME	8
♦	INSIDE YOUR CASINO	10
♠	MESSAGES	11
♣	THE GAME INTERFACE	12
♥	THE ACTION BUTTONS	15
♦	THE GAMBLING ATTRACTIONS	16
♠	ENTERTAINMENT ATTRACTIONS	18
♣	CATERING ATTRACTIONS	20
♥	FIXTURES AND FITTINGS	22
♦	PLANTS	23
♠	HIRING STAFF	24
♣	GAMBLING AND ENTERTAINMENT STAFF	25
♥	MAINTENANCE STAFF	26
♦	ESCORTS	27
♠	CONFIGURE YOUR PROPERTY	28
♣	REAL ESTATE AND ADVERTISING MENU	29
♥	BUY ADVERTISING	30
♦	BUY AND MANAGE TRANSPORT MENU	31
♠	BRIBE BROTHELS	32
♣	THE INFORMATION BUTTONS	33
♥	RANKING AGAINST OPPONENTS	34
♦	CHEATS, TROUBLEMAKERS AND HITMEN	35
♠	THE CITY MAP	37
♣	INFORMATION ABOUT ATTRACTIONS	38
♥	PERSONNEL RECORDS	39
♦	VISITORS	40
♠	VISITOR TYPES	41
♣	VISITOR INFO PANELS	42
♥	STAFF	43
♦	ACTION ON THE CASINO FLOOR	44
♠	REWARDS AND PUNISHMENT	45
♣	CREDITS	47
♥	KOE CREDITS	49



♦	CASINO INC. 'THE MANAGEMENT' EXPANSION PACK	50
♠	THE NEW CASINO THEMES	51
♣	NEW ATTRACTIONS	52
♥	NEW STAFF	53
♦	NOTES	54



INTRODUCTION

It's January 1970 and you're the new manager of a casino with all of its associated facilities, up against a number of rivals who are all trying to be the biggest. You're in control of everything: designing the layout of the casino, placing individual gaming tables or slot machines, hiring the right staff – all the details down to deciding the quality (and price) of the food in the restaurant. You've got to set up your attractions to get the maximum profit and appeal to the type of visitor you want on your premises. The one rule is: keep them playing and keep them coming back and the longer they play, the more they lose. The more they lose, the more you win.

You can arrange the right entertainment to pull the visitors in: stage shows with your choice of performer, or dance floors with your choice of music and you can even decide what type of films your movie theaters will feature. But making the big money is all about taking care of the little details. You've got to keep a sharp eye on the day to day running of the casino, look out for crooked dealers, card cheats or troublemakers sent by rivals to harm your business, and hire the best security you can afford to make sure you do stay in control. Also you've got to advertise across the city and organize transport to get the visitors to your casinos and then actively harm your rivals' businesses using your own cheats and troublemakers. When you've established yourself and the cash begins flows in then you've got to take the biggest gamble: to expand across the city, buy buildings and add to your growing empire.

Casino Inc. Don't just play – play to win!

TECHNICAL

SPECIFICATION

Make sure the technical specification shown on the Casino Inc. pack matches that of your computer.

INSTALLATION

- ♣ Insert the Casino Inc. CD into your CD-ROM drive.
- If autorun is enabled, Casino Inc. will take you to the Installation screen.
- ♣ Click on the 'Install' button and follow all on-screen instructions.
- ♣ If autorun has not been enabled, you'll have to double-click on the 'My Computer' icon on your Windows® Desktop, then on the CD-ROM icon and when the window opens click on 'Setup.exe' and the game will begin to install.
- ♣ Follow all on-screen instructions during installation.
- ♣ Once Casino Inc. is installed on your computer it will appear in the Program Group on the START Menu.

LOADING

- ♣ Select Start/Programs/Konami/Casino Inc.
- The game will now load.

THE README FILE

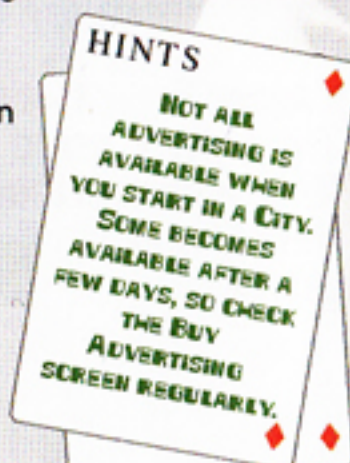
This manual will take you through most aspects of Casino Inc. but we've got to take some timeout to get it printed so it might not contain the very last minute stuff. For the latest information check out the Readme file found on the CD. Click on 'View Readme' in the Program group.

GETTING STARTED

After the opening animations the first screen you see will be the Main Menu screen. This presents you four options:

- ♣ Tutorials
- ♣ New Game
- ♣ Load Game
- ♣ Game Options
- ♣ Quit Game

Highlight and left click on one of the options button (or press the appropriate Function Keys F1, F2, F3, F4 or ESC)



THE TUTORIALS

The eight tutorials are very important for learning how to play Casino Inc. They will guide you through the basics of setting up a casino, all the way through to the more advanced aspects of using cheats, troublemakers and even hitmen against your rivals. You're strongly advised to go through these tutorials in the correct order and use them (in conjunction with this manual) to help get to know your way round the game screen and all of its associated buttons and controls.

TUTORIAL ONE: Buying Attractions and Hiring Staff

The first tutorial explains the basic game controls: viewing the casino floor using Rotate, Zoom, and Jump Floor, then concentrates on buying attractions (Craps Tables, Roulette etc) and hiring the right staff to help you actually run the casino.

TUTORIAL TWO: Configuring Gambling Attractions

This tutorial explains how to set up gambling attractions: how to make them popular with the visitors by configuring minimum and maximum bets and how to tell which are producing profits.

TUTORIAL THREE: Configuring Entertainment and Catering Attractions

This tutorial explains how to set up the entertainment attractions (such as Arcade Machines, Dance Floors, Movie Theaters and Stage Shows) and catering attractions (such as Bars, Burger Kiosks and Kitchens) and gives useful advice on configuring them efficiently and profitably.

TUTORIAL FOUR: Managing Staff and Security

This tutorial explains how to manage your staff and keep them happy, and more importantly how to control your security staff and give them the right type of orders when having to deal with any troublemakers in your casino.

TUTORIAL FIVE: Configuring Your Casino

This tutorial explains how to add extra floors to your casino, how to set up a hotel floor, how to change your door policy, and how to sell a casino.

TUTORIAL SIX: Buying Real Estate and Advertising

This tutorial explains how to locate property for sale in the city and make an offer for it and how to locate and buy advertising space for your casino.

TUTORIAL SEVEN: Transport

This tutorial explains how to buy and configure the transport (shuttles and limos) needed to get your visitors to your casino doors, set up routes and how to check the routing of the municipal buses.

TUTORIAL EIGHT: Using Cheats, Troublemakers and Hitmen

This tutorial explains how to use the services of any cheats and troublemakers you may have acquired to help cause difficulties for rival casinos and, if all else fails, how to recruit and use a hitman.

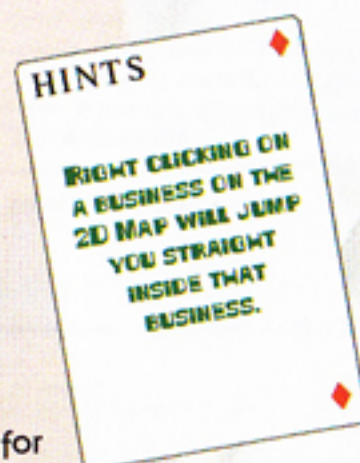
STARTING A TUTORIAL

♣ Select your tutorial from the list. ♣ Select OK (or press Return). ♣ Type in your own name or the name you want to be known by in your career as a casino manager (or just in the tutorial). ♣ Select OK and you will enter your Casino Inc. tutorial.

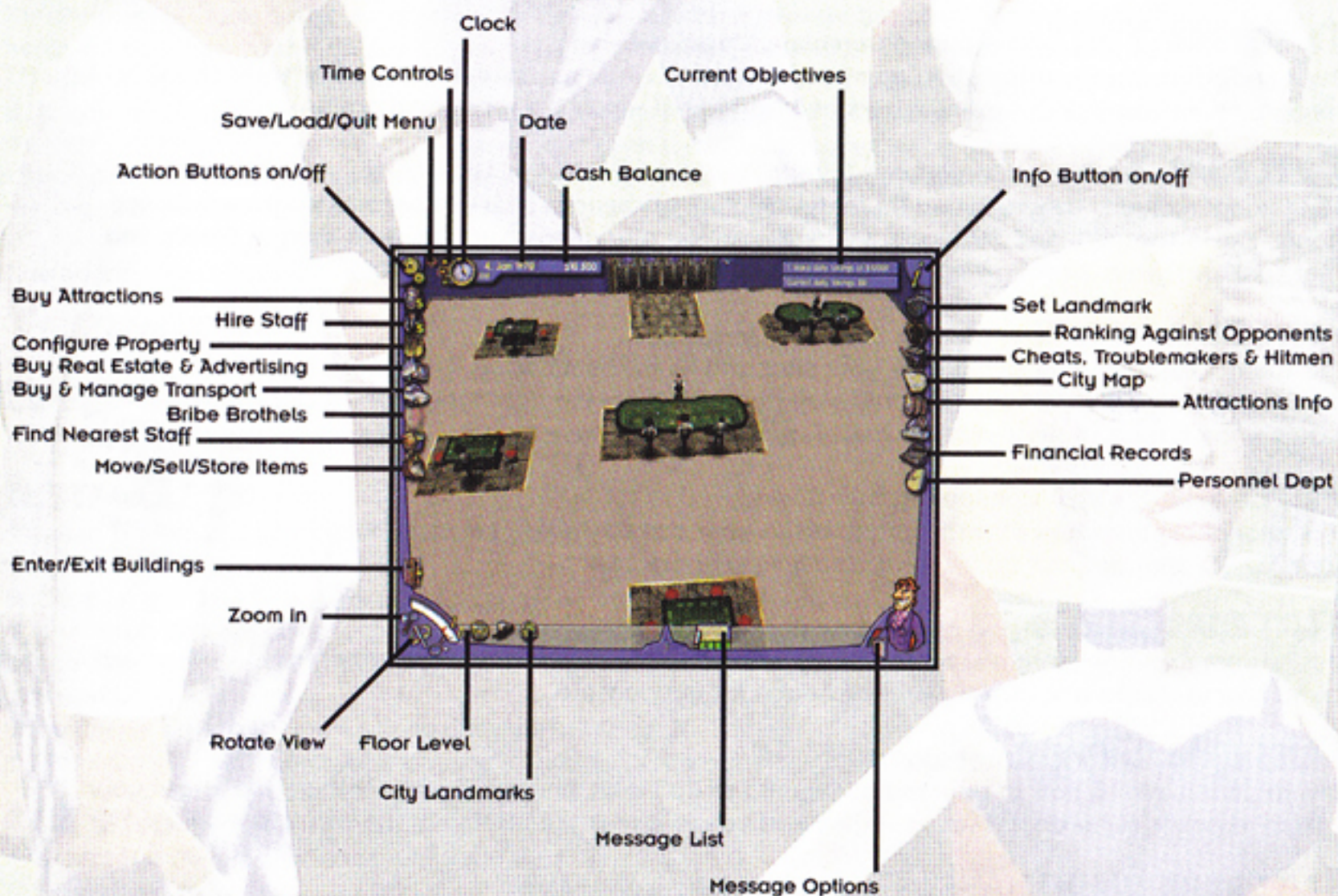
Throughout the tutorial special pop-up windows will appear to explain specific aspects of the game and to help you with the control buttons. ONLY the buttons that you need to select for the tutorial will be accessible – all others will be grayed out.

♣ Follow all on-screen instructions.

♣ If at any time you want to quit or restart a tutorial, press the ESC key and select 'Quit Game.'



GAME SCREEN AND CONTROLS SUMMARY



GAME SCREEN AND CONTROLS SUMMARY

CONTROLS SUMMARY

GAME CONTROLS

Pause Game

- P Key

Save/Load/Quit/Options Menu or Close window - ESC or click on the X button near the Clock.

SCREEN VIEW CONTROLS

Scroll Screen

- Cursor Keys or Mouse Pointer to edge of screen

Rotate View Left/Right

- Delete/End Keys or click on Rotate button (lower left)

Rotate View Left/Right (small increments)

- Insert/Home Keys

Zoom View (4x)

- PgUp/PgDn Keys or click on Magnifying Glass Buttons (+/-)

Move Up One Floor

- Plus Key (+) or click on Floor Indicator

Move Down One Floor

- Minus Key (-) or click on Floor Indicator

MOUSE POINTER

The Mouse Pointer will change 'intelligently' to indicate buttons or areas on the screen that can be affected by your input.

The normal pointer is a yellow arrow attached to gambling chips but if you hover this pointer over a button that is 'active' (ready for your left or right mouse click input) it will change to a pointing hand.

If you are waiting for a game to save or load you will see the yellow arrow pointer with rotating red die.

ACCELERATED/SLOW TIME

Accelerated Time on or off

- Key T or use the 'x' button menu

Slow Time on/off

- Mouse Wheel (if available to you) or use the 'x' button menu

FOLLOWING

To center on and follow any game character or vehicle in the game world, hover the mouse pointer over the character or vehicle and press the F key. Press the F key again to cancel.

When Follow mode is active, a security camera (CCTV) icon will appear at the top of the screen.

POSITIONING ATTRACTIONS

Rotate Attraction

- Click right mouse button

Place Attraction

- Click left mouse button

SELECTING

To select one member of staff - Left click on staff figure (he/she will be highlighted)

To select several members of staff - Hold down CTRL or SHIFT and left-click on multiple staff members OR left-click and hold down mouse button then 'drag box' over the group you want to select, and release (they will all then be highlighted).

ORDERING STAFF

Left click on staff member to select and right click on a character (to open the appropriate Orders menu) or right-click on the floor to make staff member go to there.

The second option in the Main Menu lets you start a new game as owner/manager of one of six themed casinos:

THE CASINOS

THE LUCKY 7 CASINO

A typical 1970s gambling establishment; this is the one you've seen in all those old films and TV series.

CHEATAZ CASINO

The Cheataz casino tempts its visitors with the ever-popular wild jungle theme.



PLAYING THE GAME

THE ASTRO CASINO

In 1969 Man had landed on the Moon, so this casino makes the excitement of space travel its special theme.

THE CRYPT CASINO

The Crypt casino features Gothic horror style décor.

CLAM'S CASINO

Clam's casino features an 'under the sea' theme that's always proved popular with visitors

THE CLUB-CLUB CASINO

This casino takes you back to the days when clubs really were clubs - in a caveman theme

♣ Select the casino theme you want and left click on the OK button (or press Return).

THE CITIES

Casino Inc. features three very different cities where you can set up your first casino: from a small city with very little gambling history to a very big city with long established casinos and powerful casino owners. You'd be wise to begin your career in the smallest city before you mix it with the big boys.

LITTLE HOPE SPRINGS

Little Hope Springs is a small city where gambling has just been legalized by the authorities. This means that any rivals will also be new to the city and so won't be looking to try to harm your operation for a while. You can use this 'free' time to get experience of running your casino. Get the basics sorted first: how to attract visitors, how to make money out of the attractions and how to spend that cash wisely to help expand the business. If you're looking to have a successful career as a casino owner you'll try to spend a good deal of time going through the tutorials before attempting this scenario.

FORTUNE FALLS

Fortune Falls is a mid-sized city that already has plenty of existing nightlife to attract the visitors and, more importantly, has got three casino-owning companies already firmly established and operating successfully within its city limits. In this scenario you've got to become top-dog in the gambling and entertainment business and force two out of your three casino rivals to shut up shop. This is where you'll have to make the most of your cheats, troublemakers and hitmen to strike at the heart of your opponents' operations. This scenario is not easy so, before tackling it, you're strongly recommended to try out all the tutorials and complete the Little Hope Springs scenario; it's only then that you might have a chance of success.

CHANCERSVILLE

Now you're in the big city, mixing it with the main players. With an important railroad terminal and an airport, Chancersville has the capacity to pull in visitors in very large numbers and you will be able to benefit from that... eventually. But at first you'll start your business in the seedy and cheap southeast side of the city, and you've got to survive there then flourish, with your ultimate aim being to set up a successful casino close to the competition in the plush northwest district. If you're going to do well in Chancersville (especially in the early stages) you're going to have to concentrate on getting the best transportation and most effective advertising to pull in the wealthier visitors. Before starting this scenario you're strongly advised to complete the two less difficult and smaller scenarios because there's one thing you can be sure of - this one is tough!

♣ Select your scenario and click on OK (or Return)

♣ You'll be asked to enter a name - type in your own name, or the name you want to be known by in the game, and hit OK.

LOAD EXISTING GAME

The third option on the Main Menu screen lets you load a previously saved game. If there is a game saved on one of the slots it will show full details of the save type (auto save or your saved game), scenario city name, player name, the game world date of save (in the 1970s) and the actual computer date/time of when the file was saved.

You can save your scenario at any point in the game but Casino Inc. will auto save at the end of each casino 'day' (if the auto save option is on).

♣ Click on the saved game name and then hit Continue (or Return) to load your game. If you don't want to load an existing game, left click on Cancel (or ESC) to return to the Main Menu screen.



PLAYING THE GAME

GAME OPTIONS

A number of game options are accessible from the Main Menu screen for:

DISPLAY

Click and drag the dice to:

- ♣ Set up a screen resolution from 640x480 (lowest) to 1600x1200 (highest) on a min/max slider.
- ♣ Set up screen Gamma Level

AUDIO

Set audio on/off buttons for:

- ♣ Button clicks.
- ♣ City music.
- ♣ Interior music.
- ♣ Host speech.

CLICK AND DRAG THE DICE TO:

- ♣ Set a minimum - maximum volume level for all in-game music.
- ♣ Set a minimum - maximum volume level for all in-game sound effects.

GAME

Click and drag the dice to:

- ♣ Set City scroll speed +/-.
- ♣ Set Inside Casino scroll speed +/-.
- ♣ Set Message Timeout (short/long).

SET ON/OFF BUTTONS FOR:

- ♣ Auto Save – the game will auto save at the end of every day.
- ♣ City Mouse Scrolling – enable/disable mouse scroll in city view.
- ♣ Inside Casino Mouse Scrolling – enable/disable mouse scroll on inside building views.
- ♣ Help Messages.
- ♣ Reset Help Messages.

- ♣ Left click the OK button (or press Return) to apply the Game Options changes and return to the Main Menu screen.

QUIT GAME

The final option in the Main Menu screen is to quit the game – if you think it's getting too hot to handle, left click on Quit Game (or press Esc) and just carry on being a loser. You will be given a warning option before you are thrown out into easy street (your Windows® Desktop).

START NEW GAME

After you have selected 'Start New Game' from the Casino Inc. Main Menu screen, chosen your casino, selected a city scenario and entered your game name, you will be taken to your selected city and positioned just outside your very own casino. The Head Host will greet you as the new manager of the casino and via pop-up information windows you will be offered a tour of the city.

You can choose to go it alone by left clicking on the 'Exit the City Intro' button or to go straight to work by hitting the 'Jump inside the Casino' button, but if this is your first time playing Casino Inc. you will probably want to 'Take The Tour' just to get yourself familiar with the surrounding city layout.

THE TOUR

The Tour takes you around the city using an information text panel at the bottom of the screen to point out where the businesses you should be aware of are located. The Tour is important; it's put there to give you the big picture. Casino Inc. is not just a game based in one or two buildings; it revolves around vibrant, thriving fully populated cities. Take the Tour and take note of what your guide tells you but at any point in the tour you'll be free to look all around by using the standard screen controls:

VIEW CONTROLS

Scroll Screen

Rotate Left 45 degrees

Rotate Right 45 degrees

Rotate Left 5 degrees

Rotate Right 5 degrees

Zoom in view (x4)

Zoom out view (x4)

- Cursor Keys or Mouse Pointer to edge of screen

- Delete Key

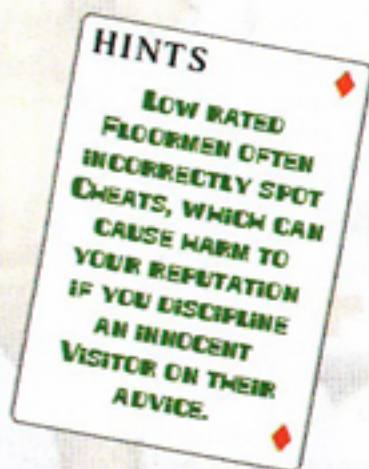
- End Key

- Insert Key

- Home Key

- PageDown

- PageUp



INSIDE YOUR CASINO

FOLLOWING

You can also choose to follow any character or vehicle in the city during the tour. Position the mouse pointer over a character or vehicle and press key F and Zoom In if necessary. In Follow Mode you will see a CCTV camera icon on the top right of the screen.

Pay attention to the city buildings but also take note of the people on the streets and how many of them show distinct 'urges' - shown as small icons above their heads - these are their prime motivators at that moment in time:



'I want to gamble'



'I want to eat'



'I want sex' (male/female depending on gender and inclination)



'I want to be entertained'



'I want a drink'



'I want to get some rest'

Perhaps you can exploit some or all of these urges and get these people to spend money satisfying them in your own casino building.

Move your mouse pointer over some of the people in the streets and a pop up tooltips panel will appear giving you specific information about each character: Full Name, Type (or Occupation) and Happiness Level.

♣ At the end of the tour the button 'Jump Inside The Casino' will appear, left click on this button to begin your career as a casino manager.

If you have exited the tour before its completion, you can jump inside your casino by locating it in the 3D world, moving the mouse pointer over it so that it changes to a 'hand', and clicking the right mouse button.

FIRST OBJECTIVE

After completing the City Intro and City Tour you will receive a very important message: your first objective. The message window has an additional button marked 'Hint', and you should click on this if you have no idea how you can achieve that first objective.

Notice that your first objective is shown on a panel at the top right of the screen with a second panel below it showing your progress towards that objective.

HINTS

HAPPINESS
SQUADS - GROUP
SEVERAL HOSTS
(USING CTRL AND
A NUMBER FROM
1-9) AND USE
THEM TO QUICKLY
CHEER UP
UNHAPPY HIGH
ROLLERS.

INSIDE YOUR CASINO

Inside, you will see your casino floor, decorated but empty of all Attractions or Staff. Have a quick look around and take note of where the lift is located, as this is the only way for Visitors and Staff to get to the upper floors (when you have actually bought some) or to the basement (which you already have).

The main doorway (marked EXIT) is where your visitors will be coming into and going out of the casino and that area will experience the greatest flow of traffic at the busiest times. The casino floor is not a large area and will seem more cramped when you've placed gambling tables or entertainment attractions on it, so it's important to plan ahead for when you are busy; to be aware of where your visitors will be entering the casino and design a flow path through the attractions to help get crowds in, and up to other floors, efficiently.

You will start the scenario with just one empty floor and a basement below it. The basement is an integral part of any casino.

♣ Click on the B floor indicator (lower left of the screen) or press the keyboard - minus key to jump to your basement and then scroll around.

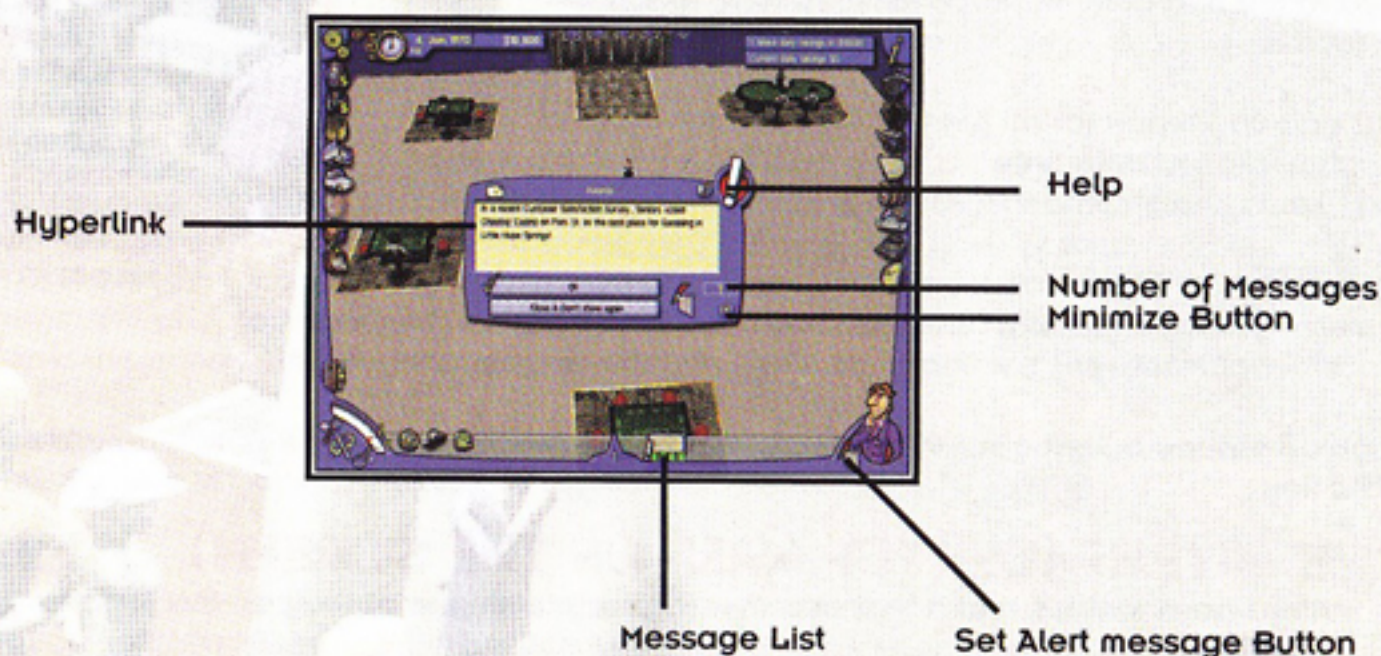


MESSAGES

This is where suspected Cheats are disciplined by Bouncers, where Cheats, Troublemakers and Hitmen who have agreed to work for you hang out when they're not assigned to a job, and where your staff go to rest when they are not assigned to a specific job.

♣ Click on the floor 1 indicator or press the keyboard + plus key to return to your casino floor.

MESSAGES



You will receive a large number of different messages during your casino career and these will appear in pop-up windows. You have already seen pop-up windows appearing with messages on the City Tour but the messages you receive and how you deal with them is an important part of playing Casino Inc.

ALERTS

Message windows with an Exclamation Mark icon on the top right are Alerts – and will be labeled High or Low Priority Alerts – this is information that you might want to act upon or warnings that you might have to do something. Alert windows also have a small question mark icon in the top right that you can click on to open a Help/Hints message window.

HELP MESSAGES

Help/ Hints message windows always have a Lightbulb icon on the top right and are there to guide you through some of the game details – you don't necessarily have to do anything in response to these messages.

HYPERLINKS

Some messages will contain hyperlinks (usually a name or location with a blue underline) that when clicked on will allow you to jump to the person or place that is the subject of the Alert or to take you to an appropriate open menu. For example, if you have to bid for Advertising in the short space of time when a hoarding space becomes available, before anyone else can get the chance.

NUMBER

This tells you that there are a number of similar messages stacked in a pile awaiting your attention – the number will reduce when you have read the message and hit the OK button.

OK BUTTON

This will confirm that you have read the message and that you want to delete it.



THE GAME INTERFACE

MINIMIZE BUTTON

Click on the small yellow arrow to minimize the message but NOT delete it. The message will be sent to a file tray shown at the bottom of the screen. High Alert messages are shown in a red stack marked with an exclamation mark. Low Alert messages are shown in a white stack.

SET MESSAGE ALERT OPTIONS

This button will open the Alert Message Filters Window where you can set up what category of message you would like to receive as pop-up alerts and which you would like to be added to the non-alert message list for you to read later. The Alert Filter options are as follows:

- ♣ ALL - show a pop up window for all Alerts: Low and High
- ♣ HIGH ONLY - show High priority only
- ♣ NONE - put all Alerts straight into the Message List

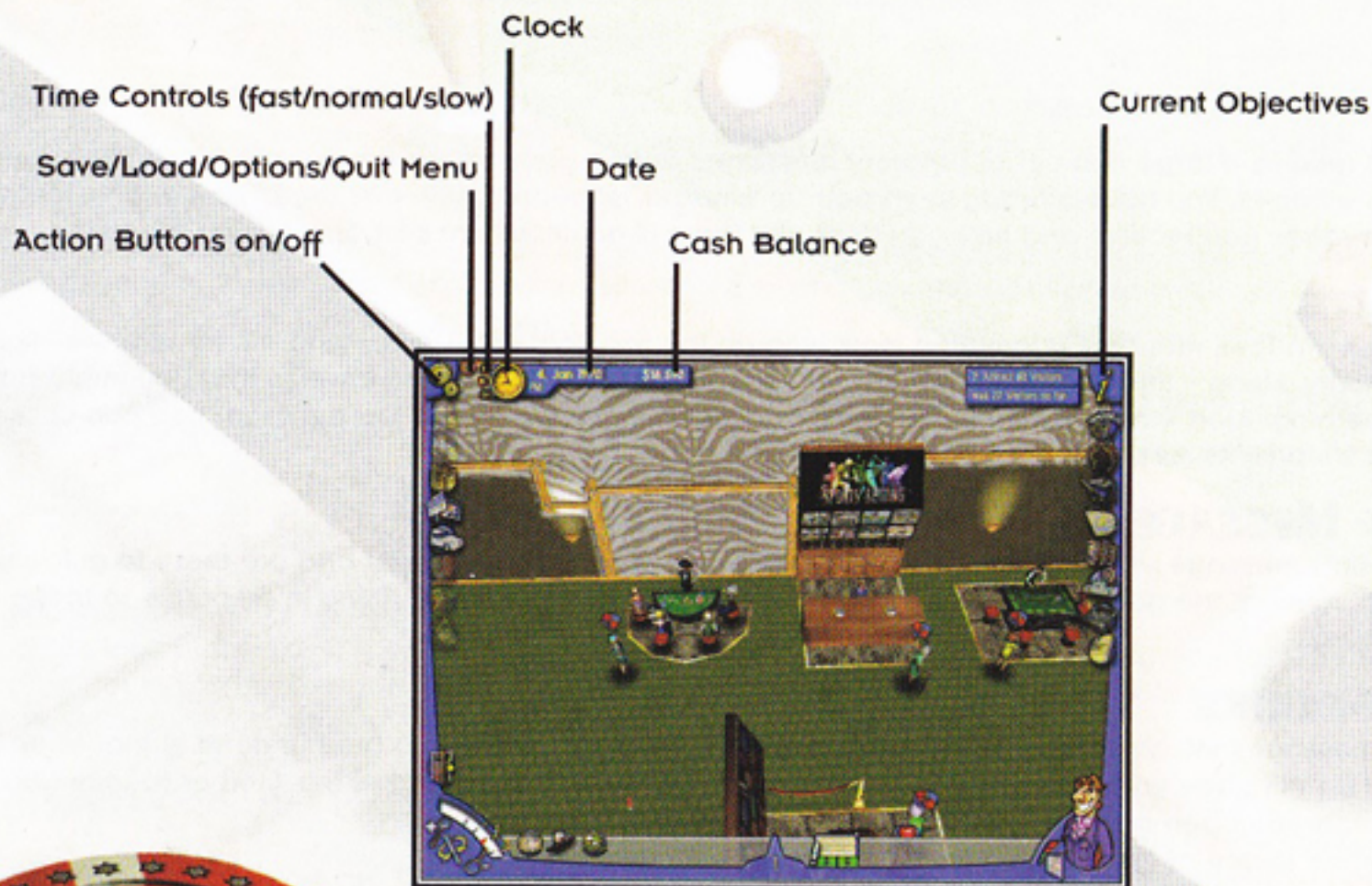
MESSAGE LIST

This shows all messages received that have not timed out. There are two numbers that represent the number of messages not shown as Alerts and the number not yet read.

- ♣ Close any pop-up window by left clicking on the top-right icon (exclamation mark or light bulb) or by pressing the ESC key.

THE GAME INTERFACE (TOP HALF OF THE SCREEN)

All Casino Inc. buttons have tooltips and a 'first use' message explaining what they do the first time you click on them.



ACTION BUTTONS ON/OFF

Click on this button to turn off the Action Buttons – to have a clearer view of your screen.

INFORMATION BUTTONS ON/OFF

Click on this button to turn off the Information Buttons – to have a clearer view of your screen.

HINTS

IF YOUR GAMBLING TABLES ARE ALWAYS FULL TRY UPping THE MINIMUM BET ON A FEW OF THEM TO MAKE ROOM FOR THE DEEP POCKETS OF HIGH ROLLERS. PLANT TRASH CANS NEAR YOUR BUSIEST THROUGH FARE TO REDUCE LITTER.

THE GAME INTERFACE

SAVE/LOAD/OPTIONS/QUIT MENU

♣ Click on the small 'x' button to open the in-game options menu.

This menu allows you to Resume the Game you are playing, Load an Existing Game, Save the Game you are playing, open the Game Options menu screen, open the Audio Options menu screen or Quit the Current Game.

♣ Left click on the Alert exclamation mark icon (top right) to close the menu (or hit ESC).

GAME TIME CONTROLS

You can play Casino Inc. at three game time speeds: Accelerated, Normal or Slow, all controlled by left clicking on three small VCR type buttons.

It's unwise to play the game in Accelerated mode all the time and you should use this mode only when you want to race through a period of time when nothing much is happening. Normal mode will play the game at a standard game time but you may have occasions when there's just too much happening; too many characters on screen for you to highlight and select the one you want, and in those cases it's advisable to hit Slow mode, to slow down the action and all character movement.

You can also press the 'T' key to toggle Accelerated Time on or off, and you can use the mouse wheel (if you have one) to toggle Slow Time on or off.

CLOCK

The analogue clock shows the current in-game time (its background is blue from 00:00 hours to 12:00 hours and yellow from 12:00 hours to 23:59 hours). The casino never closes and works 24 hours a day and all staff are paid at the end of each working day.

DATE

This is the in-game date.

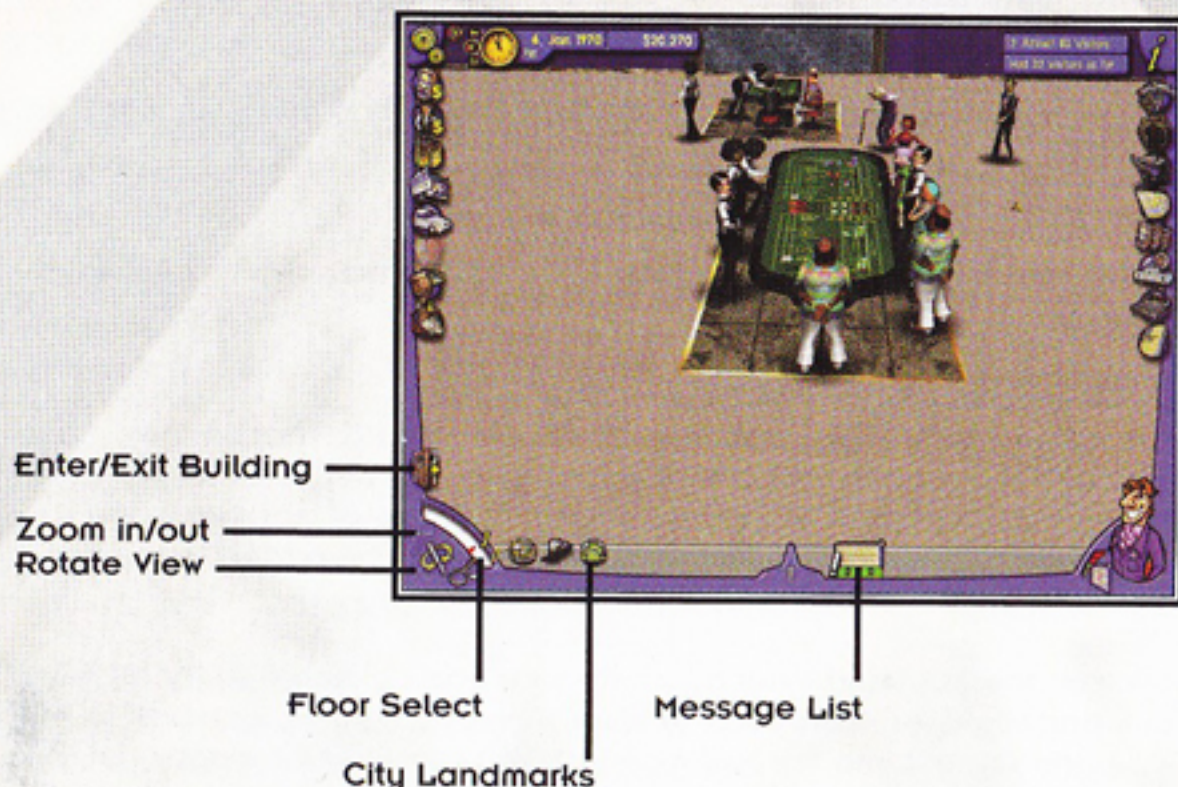
CASH BALANCE

This panel shows the money you have in the bank as at that moment in time.

CURRENT OBJECTIVES

Current Objectives are shown as two information bars: the top bar listing your current objective and its identifying number and the lower bar shows your progress towards that current objective.

THE GAME INTERFACE (BOTTOM OF SCREEN)



HINTS

GET LIMOS AND SHUTTLES OPERATING BETWEEN YOUR CASINO, HOTELS AND THE AIRPORT OR RAILWAY TERMINAL - YOU DON'T WANT TO MISS OUT ON THOSE HIGH ROLLERS!



THE GAME INTERFACE

ENTER/EXIT BUILDING

Click on the Door button to exit the current building or to re-enter the last building you were in.

ZOOM IN/ZOOM OUT

Click on the + plus magnifying glass button to Zoom in, or on the - minus button to Zoom out your view. There are four levels available with the most extreme zoomed out view as a top down view which is only available inside buildings. Note that you can also zoom in/out by pressing the PageUp and PageDown keys.

ROTATE VIEW

Click on the Left/ Right arrow buttons to rotate your view left/ right 45 degrees. Note that Delete/ End keys perform the same function and that Insert/ End will rotate your view in 5 degree increments.

FLOOR SELECT

A casino can have up to five numbered floors (1, 2, 3, 4, 5) plus a basement (B) and the floor you are currently viewing is shown by a red marker. Click on a number to access a different floor.

COMPASS DIRECTION

When you are in an outside city view the Floor Select indicator (above) becomes a Compass Direction indicator giving you an idea of which way you are facing in the city: N (north), NW (northwest), W (west), SW (southwest), S (south), SE (southeast), E (east) or NE (northeast).

CITY LANDMARK/STAFF SELECTION

The lower left hand tray has a dual role:

First it displays key Landmark icons from around the city (such as your casino).

- ♣ Left click on an icon to jump to the 3D view outside a building
- ♣ Right click to jump inside the building (if you can't enter a building, you'll jump to the 3D view outside the building).

Secondly, it can show any staff members you have highlighted or selected.

You can toggle between the two modes by left clicking on the small Landmark or Staff icons located left of the bar center point.

MESSAGE LIST

Left click to open a list of all the messages you have received in the scenario so far. This shows all messages received that have not timed out and two numbers represent the number of messages not shown as Alerts and the number not yet read. The window shows the newest messages at the top and can be scrolled down via scroll bars on the right.

HIGH ALERT MESSAGES

Left click to open your minimized High Alert messages: usually important information that you might have to deal with as soon as you find the time.

LOW ALERT MESSAGES

Left click to open your minimized Low Alert messages: usually messages with a lower priority or simply information that you should be aware of.

SET MESSAGE ALERT OPTIONS

The Set Messages Alert Option button is the same as that on the message pop-up windows (see Messages above). Left click to open the Alert Message Filters window and set up the types of messages you would like to receive and which you would like to be added to the non-alert list for you to read later.

Click on the ALL Alert Filter boxes (show a pop up message for all Alerts: Low and High), or HIGH ONLY to show High priority only, or NONE to put all Alerts straight into the Message List. You can filter messages out for all aspects of the game from Advertising to Visitor Complaints.



THE ACTION BUTTONS

THE ACTION BUTTONS

The Casino Inc. Action Buttons are ranged down the top left half of the screen and are the means by which any action is performed in the game (buy, sell, hire, store etc). Note that some buttons are menu based and will open a series of additional buttons that, in turn may have their own sub-menu buttons.

Buy Attractions —
Real Estate & Ads Menu — Configure Property — Hire Staff —
Bribe Brothels — Buy & Manage Transport —
Move/Sell/Store Items — Find Nearest Staff —



BUYING ATTRACTIONS

You will begin your career in the casino with an amount of money in the bank to help you set up your initial attractions. At first, you will not have a great deal of choice of things you can buy (or the funds to buy them) but as you establish yourself and the city authorities begin to trust your operation so you will be licensed to buy the better (and more expensive) attractions.

Casino attractions are divided into five different categories: Gambling, Entertainment, Catering, Fixtures and Fittings, and Plants but there is an additional attraction button that gives access to a Store Room where all of your currently unused attractions can be kept and then accessed or sold (if necessary) at a later date.

Some coin-based machine attractions like slot machines or drink dispensers can be used by visitors immediately once you have bought and positioned them on the floor, but others that need to be staffed will still not function and be 'dark'. For example, when you first set up a gambling table such as Black Jack or Poker, a Dealer icon will flash above it. This indicates that the table requires a Dealer before it can be open for your visitors to try their luck. Most other Attractions will require a particular sort of staff member or members working (Cashier, Barman, Host, DJ etc).

HINTS

WHEN USING
HITMEN, MAKE THE
HIT NEAR AN EXIT
AND IMMEDIATELY
SELECT 'RETURN
HOME'. HOPEFULLY
THE HITMAN WILL
ESCAPE BEFORE
BEING SPOTTED.

THE GAMBLING ATTRACTIONS

The gambling attractions are where the bulk of your income will come from and so you've got to make setting up this part of your casino a priority. Initially, you will only be able to buy Black Jack or Poker tables or low bet Slot Machines but if you do well, keep your nose clean and avoid trouble, the authorities will license you to buy more expensive and more lucrative gambling attractions. Note that some gambling attractions are more popular with certain types of visitor.

- ♣ Click on the Buy Attractions button and this will open the Buy Attraction menu (five buttons).
- ♣ Select the first button – Buy Gambling Attractions and this will open the Attractions window showing name, cost and an animated image.
- ♣ Highlight and select from the list.

BACCARAT

This is a card game mostly enjoyed by the well-heeled visitors such as the Socialites and High Rollers. The main drawback is staff cost because it requires three Dealers to operate it.

BLACK JACK

A simple card game that's popular with most visitors but a particular favorite with Seniors, Delegates and Vacationers. Black Jack requires one Dealer.



THE GAMBLING ATTRACTIONS

CRAPS

A dice game not only enjoyed by Socialites and High Rollers but also one that's popular with most other visitors. Craps requires four Dealers to operate the table.

THE MONEY WHEEL

This is a simple game of pure chance where a spinning wheel stops at a winning number. This attraction is more popular with Seniors and Trailer Trash and requires only one Dealer.

POKER

The classic card game that's especially popular with High Rollers and Socialites. Poker requires one Dealer to operate the table.

ROULETTE

This is the most famous casino attraction: a game of chance whereby a ball is rolled above a spinning, numbered wheel and eventually lands on a winning number. Roulette is popular with all visitor types and requires one Dealer.

SLOTS (LOW, MEDIUM AND HIGH BET)

The main advantages of Slot Machines are that they are popular with most visitors, cheap to buy and do not need any staff to operate them. The disadvantages are that they are noisy, and can make Visitors on nearby attractions unhappy. They will occasionally break down and require repairs to be carried out by a Technician. Slots are available in Low, Medium, or High Bet models.

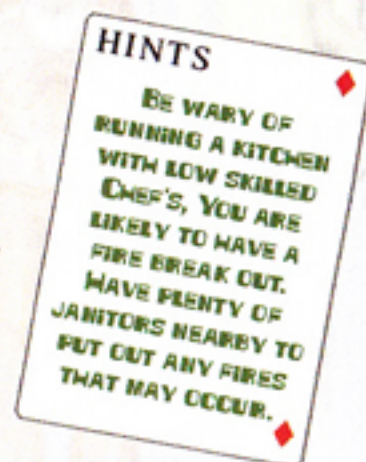
SPORTS BETTING (SMALL, MEDIUM, LARGE)

All visitors enjoy betting on sporting events that are happening elsewhere in the world and your Sports Betting attraction is where they can make their bets. Available in Small, Medium or Large versions and staffed by at least one Cashier, visitors can watch the events on dedicated video screens at the Sports Betting bars. It's usually wise to employ more than one Cashier, especially if the attraction gets very busy.

CONFIGURING GAMBLING ATTRACTIONS

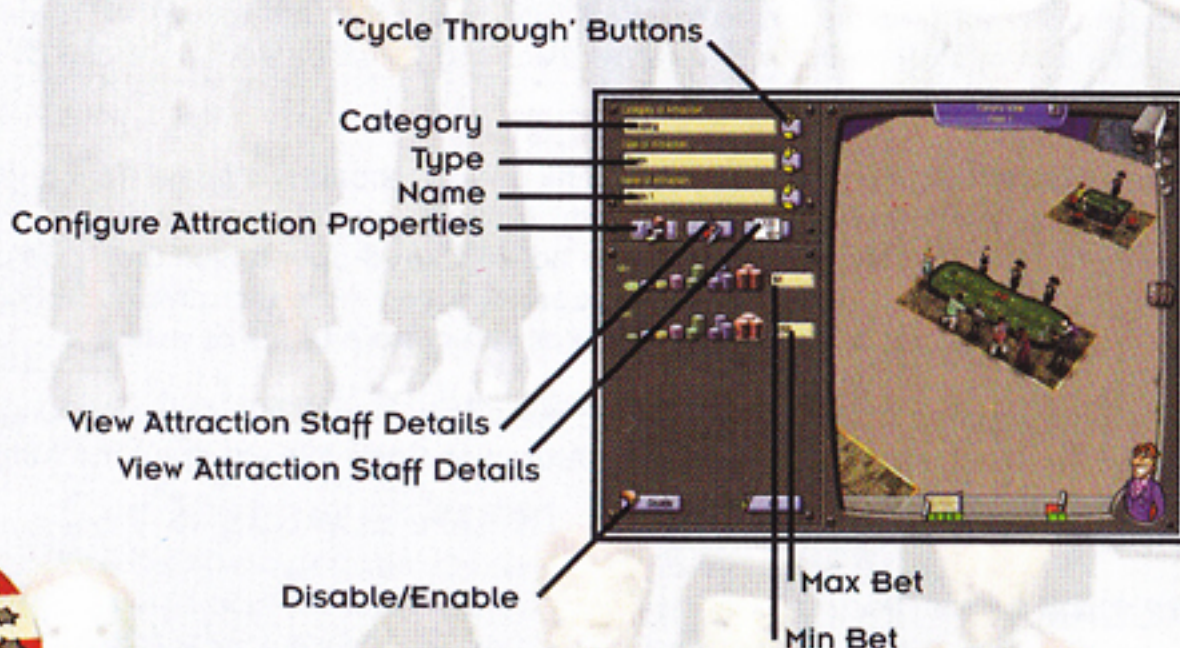
It's important to configure your gambling attractions to work for maximum efficiency and profit. All gambling attractions (except Slot Machines) can be configured in the same way.

- ♣ Set up your gambling attraction so that it is functioning with a Dealer or Dealers.
- ♣ Right click on a gambling attraction and this will open the Gambling Configuration screen.



HINTS

It's possible to snap up bargain property when opponents go bust.



CATEGORY

Click on the Cycle Through Categories button to access the configuration screen and view all attraction categories (Gambling, Entertainment and Catering) in the View Window:

TYPE

Click on the Cycle Through Types button to access the different types of attraction in the category selected above.

THE GAMBLING ATTRACTIONS

Left click on the Attraction Type button to open up a sub-menu of that type of attraction. Highlight and left click an Attraction Type to select and the View Window will jump to that type of attraction.

NAME

Click on the Cycle Through button to access the different attractions of that same type. If appropriate (for example, Craps1 or BlackJack2) from the category selected above.

Left click on the Name of Attractions button to open up a sub-menu of attractions. Highlight and left click to select and the View Window will jump to that attraction.

CONFIGURE ATTRACTION PROPERTIES

This button will open an additional panel on the screen allowing you to set a minimum and maximum betting level for that gambling attraction. Click on the appropriate pile of chips (seven levels for minimum bet, seven levels for maximum bet). Note that you cannot set the maximum bet lower than the minimum bet.

VIEW ATTRACTION STAFF DETAILS

This button will access details of the staff that are working on this particular gambling attraction (usually a Dealer) showing a Photo, Name, Morale Status, Star Rating and also gives access to a button to take you to the Personnel Department Information screen.

The selected member of staff's Current Salary is also shown along with up/down buttons to increase/decrease wages and a comparison against the City Average pay for that job.

ATTRACTION STATS

This button will open a statistics panel to show Income, Profit and Percentage Occupancy for that specific attraction with summary line entries for Today, Yesterday and itemized for the last seven days.

'INFO ABOUT ATTRACTIONS' BUTTON

This button (located on the right edge of the View Window) will open the Attraction Information window showing details of all your attractions for all three categories broken down into:

Name (its individual name - eg Craps2)

Status (currently occupied, empty or broken)

Profit (the money it has generated for you)

Played (the number of times a visitor has played on it)

Min Bet (the amount you have set up for a minimum bet)

Max Bet (the amount you have set up for a maximum bet)

Location (name of casino and what floor - in brackets)

You can also sort all information given here numerically or alphabetically by left clicking on a particular column heading.

DISABLE/ENABLE

Click on this button to shut down the table from all gambling operation but to keep it on the casino floor. The Dealer will remain at the table but will not work - most visitors will lose interest and drift away to another attraction. Click the button again to re-activate the attraction.

CONFIGURING SLOT MACHINES

Slot Machines are a special case because they have to be configured for Jackpot Frequency (High, Medium or Low) and Return Percentage (High, Medium or Low).

A High Jackpot Frequency pays out more frequently to visitors

A High Return Percentage pays out more to the visitors.

You've got to decide what type of visitor you want to appeal to with your Slot Machines. Generally, High Rollers prefer a Low Jackpot Frequency while Seniors and Trailer Trash always enjoy a High Jackpot Frequency. Setting up your Slots for a High Return Percentage will obviously be very popular with all visitors but this will mean less money retained by your casino.



ENTERTAINMENT ATTRACTIONS

ENTERTAINMENT ATTRACTIONS

All visitors, with the exception of Teens, will primarily visit the city to gamble. However, they are all also interested in the entertainment you can provide. From time to time all visitors want a break from gambling and it is very important that your entertainment attractions are appealing enough to keep them in your casino until they are ready to gamble again, rather than seeing them leave to be entertained in a rival establishment.

- ♣ Click on the Buy Attractions button and this will open the Buy Attraction menu.
- ♣ Select the second menu button – Buy Entertainment Attractions and this will open the Attractions window showing the name, cost and an animated image.
- ♣ Highlight and select from the Entertainment Attractions list.

ARCADE MACHINE

Arcade Machines are cheap to buy, don't take up too much room on your casino floor and are particularly popular with Teen visitors and, like Slot Machines, will need no staff to run them. But by their very nature they will get constant heavy use and that means that they will break down regularly and you will need a Technician on hand to fix them. Be careful where you locate Arcade Machines, they are noisy and might annoy visitors on the main gaming tables.

Once you have set up the Arcade Machine, right click on it to open the Configuration screen. The left hand button allows you to set a cost per game using the up/down blue arrows. The right hand button allows you to view details of Income, Profit and Occupancy for that day and every day for the previous week. A Disable/Enable button allows you to stop the machine for a period of time without removing it from the casino floor.

PINBALL MACHINE

Pinball Machines are cheap to buy, don't take up too much room on your casino floor and are particularly popular with Teen visitors. But constant heavy use means that they will break down and you will need a Technician on hand to fix them.

Right click to open the Configuration screen. This is the same as for Arcade Machines (see above).

POOL TABLE

Pool Tables, along with Pinball Machines, are the cheapest entertainment attraction to buy, and are very popular with Teen visitors and sometimes popular with Vacationers and Delegates. The Configuration screen is the same as that of the Arcade Machine (see above).

BOWLING ALLEY (SMALL, MEDIUM, LARGE)

Bowling Alleys will attract Teens, Vacationers and Trailer Trash and you will need to hire a Cashier before an Alley will function. They are available in three sizes but beware that even the small Bowling Alley will take up a lot of space on your casino floor. Bowling Alleys also tend to be noisy and affect your other visitors.

Right click to open the Configuration screen which has a button on the left to allow you to set a cost per game (using the up/down blue arrows), a button in the middle to view Staff details and a Stats button to consult Income, Profit and Occupancy details for every day for the last week.

DANCE FLOOR (SMALL, MEDIUM, LARGE)



All visitors can satisfy their urges for 'entertainment' and 'sex' (the Hunk or Babe icon above their heads) by spending some time on a Dance Floor. Dance Floors come in three sizes but remember that even the smallest one will take up a lot of space on your casino floor and probably won't give you the returns of a popular gambling table. A Dance Floor will appeal to a wide variety of visitors depending on the music being played. The most popular music with Socialites is Classical, Delegates like Disco and Rock and Roll while Seniors enjoy Rock and Roll and Teens prefer Heavy Rock. Vacationers like everything. Trailer Trash like Disco and Heavy Rock and High Rollers generally like Classical or Jazz but can be tempted by all other types of music. All Dance Floors must have a DJ to play the music and a Cashier to take the cash before they will function.

ENTERTAINMENT ATTRACTIONS

If you have Escorts operating in your casino, they will often seduce visitors and take them to the Dance Floor. The visitors pay much more to enter the Dance Floor with an Escort than at other times.

The Dance Floor Configuration screen has Staff details (middle button) and Stats info (right hand button) like the other Entertainment Configuration screens but in addition has a left hand button that allows you to set the cost of entrance (using the up/down blue arrows) AND to select the type of music played on the Dance Floor from: Disco, Jazz, Classical, Heavy Rock, Rock and Roll and Country.

MOVIE THEATERS (SMALL, MEDIUM, LARGE)

Movie Theaters come in three sizes and even the smallest one will take up a lot of space on your casino floor. Your most important decision (apart from the cost per seat) will be the type of movies to show there and what type of visitor you want to appeal to. As a guide, Seniors love Musicals, Vacationers like Comedy, Teens go for Action movies and Trailer Trash has a hankering for Adult stuff. You will need to hire a Cashier for a Movie Theater to function.

The Movie Theater Configuration screen has a Staff details and Stats buttons like the other Entertainment Configuration screens but also has a left hand button that allows you to set the cost of entrance (using the up/down blue arrows) AND to select the type of movie shown from: Musical, Comedy, Action or Adult.

STAGE (SMALL, MEDIUM, LARGE)

Any Stage attraction will feature a program of four entertainers on stage per 24-hour period. These acts fall into the following categories: Singers, Dancers, Magicians and Adult Performers. Each performer is rated from 1 to 3 'stars' and as a general rule your casino visitors will always prefer the higher rated performers. You must set up your Stage attraction to get the maximum visitor audience because any empty seats mean a reduced profit. You will need to hire a Cashier for any Stage attraction to function.

The configuration screen has Staff details (middle) and Stats (right hand) buttons like the other Entertainment Configuration screens but also has a left hand button that allows you to set the cost of entrance (using the up/down blue arrows) AND a panel to view the existing order of performers, one through four, over the 24 hour period with details of Order, Performer Name, Type of Act, Star Rating and Cost to the Casino.

But this screen also has another button below the current performer panel. Click here and a new panel will open up showing a complete scrollable list of performers available in that city listed by Name, Type, Star Rating and Cost.



Remove performer | Add/Switch Performer

Your current performers are shown again each with two buttons by their name tab: the 'Remove Performer from that Slot' button (on the left) and the 'Add/Switch Performer' button (on the right).

To switch a Performer, click on the new performer from the list and then click on the 'Add/Switch Performer' button.

♣ Adjust your list of Performers and click on the OK button to return to the Stage configuration screen.

HINTS

BAR CERTAIN CONVENTION VISITORS BECAUSE THEY CAN GET OUT OF HAND AND CAUSE TOO MANY FIGHTS. YOU'LL TURN AWAY TRADE, BUT YOU MAY PROFIT IN THE END. YOU'LL NEED HIGH QUALITY DOORMEN AND ENOUGH BOUNCERS TO ENFORCE THE RULES.



CATERING ATTRACTIONS

WEDDING CHAPEL

Couples with a Heart icon above their heads are in love or have just fallen in love and will be very keen to get married as soon as possible. If there is a Wedding Chapel in the casino you will be able to charge a considerable sum of money for carrying out the special ceremony. A Wedding Chapel will not function without a Host to perform the marriage.

Right click on the Wedding Chapel to open the configuration screen. The left hand button allows you to set a fee per marriage (using the up/down blue arrows), the middle button opens up the Staff details and the right hand button gives you information on the Chapel's Income, Profit and Occupancy details for every day for the last week.

CATERING ATTRACTIONS

When visitors come to your casino to gamble, or to watch some exciting entertainment, they are going to get hungry and thirsty. If you provide nothing on the premises they will decide to go elsewhere, you'll lose their custom and someone else will benefit from the money they have to spend on food and drink. More importantly, they will be less likely to return to your facility to gamble. A Bar is always a good idea because alcohol can significantly increase a visitor's happiness. The happier a visitor is, the more likely it is that he or she will stay in your casino.

- ♣ Click on the Buy Attractions button and this will open the Buy Attractions menu.
- ♣ Select the third button on the menu – Buy Catering Attractions and this will open the Attractions window showing the item, cost and an animated image.
- ♣ Highlight and select from the list.

COFFEE MACHINE

Coffee Machines do not require staff to run them but if they are heavily used they will probably break down at some point and will need a Technician to fix them. Make sure you've got at least one Technician working on the floor for that eventuality. In general, most visitors prefer to buy their Coffee from Kiosks (see below) rather than Coffee Machines but Kiosks are more expensive and require Servers to run them.

Open the configuration screen by right clicking on the Coffee Machine. The left hand button on the screen allows you to set the price for a cup of coffee and gives you details of the cost to you per cup. The right hand button allows you to view the Income, Profit and Occupancy statistics just like all the other attractions (see above).

SODA MACHINES

Soda Machines do not require staff to run them but regular use will mean that they may break down and you will certainly need a Technician on the floor to fix them. In general, visitors will prefer to use Soda Kiosks (see below) to Soda Machines but these are more expensive to buy and mean you have to hire Servers to run them.

The left hand button on the Soda Machine configuration screen allows you to set a price for can of soda and gives you details of the cost to you per unit. The right hand button allows you to view stats as per all the other casino attractions.

COFFEE KIOSK

In general, most visitors prefer to buy coffee from the Kiosk rather than the Coffee Machine but you will need to hire a Server for the Kiosk to function and a Kiosk will take up more room on the casino floor than a Coffee Machine.

The left hand button on the configuration screen allows you to set a price for a standard cup of coffee and gives you details of the cost to you per cup. You can adjust the selling price up or down and, in addition, you can set a coffee quality level from Low, Medium and High; obviously the higher the quality you choose to serve to your visitors, the more cost incurred by the casino. The Coffee Kiosk will need at least one Server for it to function. The rest of the configuration screen is standard: the middle button gives the Staff details and the right hand button shows the Kiosk's stats for the last seven days.

HINTS

VISIT THE
PERSONNEL
SCREEN
REGULARLY TO
CHECK FOR
UNHAPPY RED
FACES AMONGST
YOUR STAFF



CATERING ATTRACTIONS

SODA KIOSK

In general, most visitors prefer to buy a Soda from the Kiosk rather than the Soda Machine, and you will need to hire a Server for the Kiosk to function and a Kiosk takes up more room on your casino floor than a Soda Machine.

The left hand button on the configuration screen allows you to set a price for a standard Soda and gives you details of the cost per item. You can adjust the selling price up or down and in addition you can set a quality level from Low, Medium and High – obviously the higher the quality the more cost to the casino. The middle button gives the Staff details and the right hand button shows the attraction's statistics for the last seven days.

BURGER KIOSK

The Burger Kiosk will be popular with Teens and Trailer Trash, but the High Rollers and Socialites will probably not be tempted to use it. A Burger Kiosk needs a Server for it to function and the Configuration screen is the same as the Soda and Coffee Kiosk. Be careful where you site Burger Kiosks because some of your more demanding visitors may object to the smells that come from the burgers cooking. Serving Low quality food will increase the likelihood of people being sick.

CANDY KIOSK

Everybody likes candy so a Kiosk in the casino is always a good idea. The Candy Kiosk needs a Server for it to function.

The configuration screen is the same as the Soda and Coffee Kiosk but you will need to specify the quality of sweets you want to stock (Low, Medium, or High).

ICE CREAM KIOSK

Most visitors like ice cream so a Kiosk on the casino floor is always a good idea. The Ice Cream Kiosk needs a Server for it to function.

The configuration screen is the same as the Soda and Coffee Kiosk but you will need to specify what quality of ice cream you want to sell (Low, Medium, or High).

DRINKS BAR (SMALL, MEDIUM, LARGE)

Everybody likes a drink but be aware that Delegates and Trailer Trash really like to drink, and the High Rollers often prefer drink to food! The Drinks Bar will need Bar staff for it to function and you need only hire one Barman but service will be much quicker and more enjoyable for the customers if you hire additional staff (especially if you are investing in a Large Drinks Bar). If you have Escorts operating in your casino, they will often seduce visitors and take them to the nearest Bar. The visitors will pay much more for a drink at the bar when with an Escort compared to all other times.

You might, from time to time, see that there are a number of obviously drunk visitors (the 'drunk' icon will rise from them). This could be because there is someone spiking drinks at the Bar so keep a close eye on what's happening there! Serving low quality drinks will increase the likelihood of visitors being sick.

The left hand button on the configuration screen allows you to set the price for a drink and gives you details of the cost per unit to the casino. You can adjust the selling price up or down and in addition you can set a drinks quality level from Low, Medium and High; obviously the higher the drink quality the more cost to the casino.

The middle button gives the Staff details and the right hand button shows the Drink Bar's key statistics for the last seven days.

As in most of the configuration screens for the attractions, you can also disable/enable the Drinks Bar by clicking on the Enable/Disable button on the lower left of the panel. This will stop the bar from operating but keep it on the floor.



FIXTURES AND FITTINGS

KITCHEN (SMALL, MEDIUM, LARGE)

Generally, food prepared in a Kitchen and served at a Table is more popular than fast food served from Kiosks. The Kitchen needs at least one Chef for it to function (although if busy you'd be wise to hire more Chefs to help). You will also need Waiters to serve the customers and at least one Table (see below) where the visitors can sit to eat. Serving low quality food will increase the likelihood of visitors vomiting and Kitchens can sometimes catch fire (depending on the skill of the Chef).

The left hand button on the configuration screen allows you to set a price for a standard Meal and gives you details of its cost to the casino. You can adjust the selling price up or down and in addition you can set a quality level from Low (French Fries), Medium (Steak) and High (Lobster) – obviously the higher the catering quality the more cost to the casino.

TABLE

Tables are automatically linked to the nearest Kitchen or Drinks Bar and to the Waiters who will take orders and serve food from the Kitchen or drinks from the Bar. Note that Tables placed close to Kitchens are particularly vulnerable to strong cooking smells making visitors unhappy.

Right click on the Table to open its own configuration screen, this will show you the Income, Profit and Occupancy of each individual Table. If there is an unpopular Table, perhaps you might consider repositioning it.

FIXTURES AND FITTINGS

Visitors will get tired and they will need somewhere suitable to sit down that's not too noisy, dirty or smelly. Groups of visitors may be crowding into certain more popular parts of the casino and you might have to direct them through in a more efficient way using Cordon Ropes or Internal Walls – so don't forget to concentrate on the smaller but by no means less important details: the Fixtures and Fittings.

- ♣ Click on the Buy Attractions button and this will open the Buy Attractions menu.
- ♣ Select the fourth button on the menu – Buy Fixtures and Fittings and this will open a window showing the item name, cost and animated image. ♣ Highlight and select from the list.

COLUMN

You can use the basic Columns in conjunction with Internal Walls (see below) to build sectioned off zones inside your casino: areas that will insulate your visitors from unnecessary smells (from a Kitchen or Burger Kiosk) or noise (from banks of Slot Machines, Arcade Machines etc).

CORDON ROPE

You can use Cordon Ropes to section off parts of your casino and help guide your visitors around the floor more efficiently and prevent crowds from building up and blocking popular areas.

INTERNAL WALL (SMALL, LARGE)

Full height (Large) or half height (Small) Internal Walls can be used along with Columns (above) to build walled areas or sections inside your casino that will insulate your visitors from unnecessary smells or noise or guide them through the casino more efficiently.

LAVA LAMPS

Distribute your Lava Lamps around the casino floor to create a happy atmosphere for all of your visitors to enjoy. Lava Lamps can also be placed in strategic areas to channel crowds in the right direction.



SEATING (TYPES 1, 2, 3)

Even the most die-hard gambler will get tired after a couple of hectic hours losing money at your casino and you will see the Rest Urge (the ZZZs) icon appear over his head, but the last thing you want is for your visitors to stop gambling and go somewhere else for a rest. Having enough Seating is very important to running a successful casino (especially if you have a lot of Seniors in your visitor profile). Seating should be located in a pleasant area away from noisy attractions, ideally used in conjunction with Plants (see below). Seating is available in three types: the basic Seat unit, the Corner In unit and the Corner Out unit and you can combine all three types to create a seating area that doesn't waste valuable gambling space.

PLANTS

TRASH CAN

Trash Cans are not expensive items and very easy to overlook but they are important to help keep the casino tidy and attractive to visitors. Try to distribute Trash Cans in suitable sites (near Burger Bars or Soda Machines etc) to reduce the amount of trash dropped by your visitors. Naturally, they will fill up and if they are left full will give off unpleasant odors, so make sure a Janitor is always around to empty them regularly.

PLANTS

You want happy, relaxed visitors in your casino and so it's important to create the right ambience or atmosphere by buying and positioning a number of plants around the casino floor. Plants give off a pleasant aura, countering the unpleasant smell and noise auras given off by other attractions.

- ♣ Click on the Buy Attractions button and this will open the Buy Attractions menu.
- ♣ Select the fifth button on the menu – Buy Plants and this will open a window showing the item name, cost and animated image.
- ♣ Highlight and select from the list.

CACTUS (1,2,3,4)

These hardy plants are used to add to the atmosphere of your casino and, positioned correctly, can help route your visitors around the casino floor.

FLOWERS (1,2)

Cut flowers in vases placed on pedestals are used to add to the ambience of the casino and help route visitors around the floor more efficiently.

PALM TREE

Palm Trees improve the ambience of the casino and make visitors happier and more relaxed.

PLANT (1,2,3,4,5,6)

A selection of plants in pots will improve the ambience of the casino, making visitors happier and more relaxed.

PLANT ROW (1,2)

Plants Rows can be linked together to make relaxing walkways to guide visitors through the casino without using the more intimidating Internal Walls.

STORE ROOM

If you have not yet placed any item into your Store Room then the final button on the Buy Attraction menu will be grayed out and unavailable. The Store Room contains any previously purchased items that you have chosen to put in store.

- ♣ To retrieve any attractions, furniture or plant, select the item from the Store Room drop down menu and place on the casino floor as normal.

You can also choose to Sell any of the items in the Store.

- ♣ Select the item then left click on the Sell button (the Dollars). You will be warned how much you will receive for the item and asked to confirm the sale.

HINTS

SPIKING DRINKS WITH TROUBLEMAKERS CAUSES TROUBLE FOR OPPONENTS AND ALLOWS YOU TROUBLEMAKERS TO REMAIN UNDETECTED FOR LONGER.

HINTS

KEEP IN MIND THAT A HIGH % MARKET SHARE DOESN'T ALWAYS MEAN A HIGH VOLUME OF VISITORS IF THE CITY IS QUIET OR IF POLICE RAIDS HAVE CLOSED ENEMY FACILITIES.



Hiring Staff

Hiring Staff

Once you have bought your attractions you will need the people to operate them. The casino needs a number of key staff and they are all hired here. You can hire staff from five general categories: Security, Gambling and Entertainment, Catering, Maintenance, and Escort.

- ♣ Click on the Hire Staff button to open all the Hire Staff Menu buttons.
- ♣ Click on the Staff type button to open the Hire Staff window.
- ♣ Click on a Name and the mouse pointer will 'pick up' that Staff member.
- ♣ Left click to place that staff member on the casino floor. Dealers will head for the nearest gambling table, Servers will go to the nearest Bar etc.

Staff all have a rating of between 1 and 5 stars. In essence, 5 star staff are better than 1 star staff, but the way in which rating affects their abilities can vary from job to job. Each is explained in more detail below.

Security Staff

The first option in the Hire Staff menu is Security, a very important aspect of running a casino. There are cheats and troublemakers out there who will do your business a lot of damage if you don't have the personnel to deal with them quickly and efficiently.

There are four types of job in Security: Bouncer, Floorman, Security Guard and Door Staff.

Bouncer

The Bouncer is your muscle on the casino floor. His main job is to alert you promptly to troublemakers in the building and then to deal with them according to the orders you issue. A Bouncer's ability to spot trouble depends on his rating on a scale from 1 to 5 stars. You can choose to have a Bouncer eject a troublemaker from your premises, or to have him take the offender to the basement to be 'disciplined'. Bouncers can also be ordered to work with Doormen to enforce a Door Policy you have set (for example if you have told them to keep out the Trailer Trash). When hired, Bouncers will move around the casino floor without your input but you can instruct them to stay close to a particular attraction if you want to.

Dealing with Cheats

If a Floorman suspects a Cheat you can deal with him or her by selecting a Bouncer (he will highlight in red) and then right clicking on the suspect.

Two menu options will appear: Eject and Discipline. If you choose to eject the suspected Cheat your Bouncer will escort the visitor to the exit. If you choose to discipline the suspected Cheat, your Bouncer will escort him or her to the casino basement and administer punishment. If the suspect has been cheating, some of your money may be recovered from the Cheat.

If the suspect is a professional Cheat or Troublemaker, he or she may offer to work for you rather than suffer a beating from the Bouncer. Cheats and Troublemakers have Skill Levels ranging from 1 (basic) to 5 (the best). If you choose to accept their offer to work for you, they will go to your basement and await further instructions. You will notice the Cheat or Troublemaker symbol above their head will have a red background, to indicate that they are now working for you.



The more often you discipline rather than eject a Cheat, the less likely that future visitors will cheat. However, there is a downside to this: if it's announced that the suspect disciplined by the Bouncer is innocent, this will have a detrimental effect on the happiness of all visitors in your casino. If the suspect accidentally dies while being disciplined this will cause a loss of morale amongst both visitors and all of your staff; the member of staff administering the punishment (your Bouncer) will almost certainly quit in despair and worse still for your operation, the Police Department will arrive shortly to investigate the death, and will close that floor of your casino for a period of time. The chance of a Bouncer killing someone during a 'discipline' session is linked to his star rating; the more skilful he is, the less likely this is to happen.

HINTS

SEVERAL SHORT SHUTTLE ROUTES CAN BE MORE EFFECTIVE THAN FEWER LONG ONES, PARTICULARLY IF THE SHUTTLES NEED TO FIGHT THROUGH TRAFFIC IN A BUSY PART OF TOWN.

HINTS

KEEP AN EYE ON THE TOTAL CASH BALANCE SCREEN TO SEE WHICH OF YOUR OPPONENTS IS IN FINANCIAL TROUBLE. YOU CAN 'TIP HIM OVER THE EDGE' BY CAUSING TROUBLE FOR HIM!

GAMBLING AND ENTERTAINMENT STAFF

FLOORMAN

The Floormen are your eyes and ears on the casino floor. They are always looking for anyone trying to cheat at a gambling table and will alert you whenever they suspect a visitor or staff member of cheating. A Floorman can be allowed to move from table to table freely or assigned to oversee a particular attraction. To do this, select the Floorman and right click on the attraction and then select Watch Attraction.

A Floorman's ability to spot trouble depends on his rating on a scale from 1 to 5 stars. The higher his rating, the more likely it is that he correctly spots Cheats. Cheats can cost you a lot of money and generally, choosing to discipline Cheats (via Bouncers) rather than ejecting them will discourage other Cheats from coming to your casino.

But a word of warning about staff Cheats – unjustly disciplining or firing staff Cheats can cause a large drop in the morale of the other staff

SECURITY GUARD

In some cases a Bouncer's strong arm tactics may not be enough to deal with troublesome or dangerous visitors. Although an extremely rare occurrence, some visitors may be armed and, for that reason, you may want to employ the services of a Security Guard. A Security Guard's ability to spot troublemakers and his accuracy when using a weapon depends on his rating on a scale from 1 to 5 stars.

Security Guards will spot Troublemakers, and, if required, will attack them with a firearm. Security Guards will also react to any visitor pulling out a gun in their sight and return fire if they hear someone shooting in the casino.

DOORMAN

The Doorman is the front face of your casino. A good Doorman keeps an eye on everyone entering your casino and will notify you whenever a High Roller enters the premises. The Doorman is used to prevent certain visitor types from entering your premises after you have set your Door policy to exclude them and the more stars he has the better he can do this. However, a Doorman is not a tough guy and will need a Bouncer working with him to do his job more effectively.

For more details on editing Door Policy, see the Configure Your Property section (below).

GAMBLING AND ENTERTAINMENT STAFF

The second button under the Hire Staff menu is for Gambling and Entertainment staff, employees who will be working directly with all your attractions – these are the guys and gals who can make or break you. Hire the best and you'll get the best from them, hire the cheapest and you never know... they might just try to make up their low wages in other ways!

There are four types of Gambling and Entertainment staff:

DEALERS

Dealers are needed for all gambling tables: Black Jack, Roulette, Poker and Money Wheel require one Dealer each, while Baccarat requires three Dealers and Craps requires four. The better a Dealer's star rating, the more enjoyment he/she will provide to the visitors at the table and the longer a visitor will stay at that table. A Dealer has a terrific opportunity to cheat and will be watched carefully by the Floormen at all times although the higher rated, higher earning Dealers are less likely to cheat the casino.

DISC JOCKEYS

A DJ must be hired before a Dance Floor can function. The higher a DJ's rating the better his performance and the more enjoyment he will provide for the visitors on his dance floor.

CASHIERS

Cashiers are required for the staffing of several attractions: Sports Betting, Dance Floors, Stages, Bowling Alleys and Movie Theaters. The higher a Cashier's rating, the more she will increase the happiness of customers she deals with (and the longer the customer will stay in your casino).



CATERING STAFF

HOSTS

Hosts are there to make the casino's visitors happy. They use their own initiative to move from attraction to attraction cheering up anyone they come across. You can take direct control of a Host and give him or her instructions to cheer up a specific individual in need of special attention. This is a particularly good way to get the High Rollers to stay longer in your casino. A Host will also try to encourage visitors to 'have another go' on the table they are playing. In addition all Hosts are licensed to marry couples at a Wedding Chapel.

CATERING STAFF

The third option button on the Hire Staff menu refers to all Catering staff – usually undervalued, sometimes underpaid, these are key personnel who mostly deal directly with your visitors. If they do their job well they will add to your visitors' enjoyment and keep them on the premises for longer.

There are four types of Catering Staff:

BAR STAFF

Bar staff serve drinks at your Drinks Bars and will have a strong input in making your customers happy. Although only one Bar person is needed to open a Bar, the more Bar staff you have at a Bar, the more customers they can serve simultaneously.

WAITERS/WAITRESSES

If you want to have Tables in the Casino where visitors can drink and dine then you will have to hire Waiters. Waiters will take customers' orders, go to the Bar or Kitchen to fetch the orders and return to the Table and serve. The more Waiters you have the more customers they can deal with simultaneously. Better Waiters will make your visitors happier while a low starred Waiter who's giving slow service can be ordered to go to a specific Table:

♣ Select the Waiter and right click on the Table to open the Orders menu and select 'Go to Attraction.'

CHEFS

Chefs work in a Kitchen producing meals that are taken by Waiters to the customers at the Tables. The more Chefs in a Kitchen, the quicker they can cook meals and the less time their customers have to wait for their food. Occasionally, fires may start in the Kitchen with disastrous results but a higher rated Chef is less likely to allow a fire to start in his Kitchen.

SERVERS

The Coffee, Soda, Burger, Candy and Ice Cream Kiosks all need Servers to staff them. Only one Server is needed to operate each Kiosk but hiring two Servers will speed things up considerably and higher rated Servers will naturally make customers happier.

MAINTENANCE STAFF

The fourth option button on the Hire Staff menu refers to Maintenance staff who can fix any machine and keep the casino clean, tidy and safe.

There are two types of Maintenance Staff:



TECHNICIANS

Technicians will service and repair Slot Machines, Arcade Machines, Soda Machines and Coffee Machines. A Technician with a higher star rating will move intelligently to fix broken machines under his own initiative but you can order any Technician to fix any machine. Select the Technician and right click on the machine to open the options menu for 'Fix Attraction'. Better rated Technicians take less time to fix broken machines.

HINTS

STICK TO HIGH
STAR RATED
BOUNCERS, TO
REDUCE THE RISK
OF EMBARRASSING
AND COSTLY
"ACCIDENTS" WHEN
DISCIPLINING
VISITORS.

ESCORTS

JANITORS

Janitors sweep up litter and empty the casino's Trash Cans. A high rated Janitor will spot freshly dropped litter quickly and keep his patch spotless, giving him time to empty Trash Cans regularly. A low star rated Janitor will allow litter to build up and won't act on his own initiative. However, all Janitors can be ordered to pick up individual items of litter, empty Trash Cans or clear vomit deposited by unhappy customers. Janitors will also attempt to put out fires by beating them with their brushes until the Fire Service arrive.

♣ Select the Janitor and right click on the Trash Can or where you have spotted some litter.

ESCORTS

The fifth option on the Hire Staff menu is to hire Escorts. Male or female escorts can be hired to stroll around the casino floor and take care of your visitors' sexual titillation needs by 'seducing' them. They can also boost your Bar or Dance Floor takings massively when they take a customer they have 'seduced' for a highly expensive drink or dance. Escorts should primarily be concentrating on the visitors with the big bucks: the High Rollers, making sure they stay in your casino as long as possible and spend as much money as possible. Escorts will wander around looking for likely seduction 'targets' and the higher their rating, the more likely they are to be successful with the important visitors. Escorts can also be used to attempt to seduce any raiding policeman. If successful, the resulting fine imposed by the police will be lower. To seduce a visitor:

♣ Select the Escort and right click on a visitor and highlight Seduce on the orders menu.

FIVE STAR STAFF

The sixth and final option on the Hire Staff menu is the Hire Five Star Staff option. A very limited number of the most highly skilled staff in any category will be available to you for hire – these are top rated five star employees who are very expensive in terms of wages but who will do your casino nothing but good. Always keep a close check here to see who's available at regular intervals.

PERSONNEL DEPARTMENT

You can jump to all personnel details by right clicking on an individual member of staff. This will open the Personnel Department statistics window with your selected staff member selected (see later for details). It's here that you can view and sort your staff, increase their salary, compare their pay to a city average, give them a bonus or fire a selected employee.

MOVING STAFF AROUND THE CASINO

You can make your staff move to any part of the casino floor by selecting the staff member and right-clicking on a spot on the floor.

You can make your staff move to any other floor in the casino by selecting the staff member and right clicking on the elevator doors – an orders menu will appear giving you the option to order him/her to go to the Basement, any other floor of the casino or the Staff Room.

If a member of staff has been told to go somewhere that they cannot find a route to, a question mark will appear above their head. You must either give them a new order, or move whatever is obstructing them.

HINTS

IF YOU BUY A NEW PROPERTY, IT CAN BE FULL OF TRASH. KEEP FLOORS CLOSED UNTIL YOUR JANITORS HAVE CLEANED UP.

HINTS

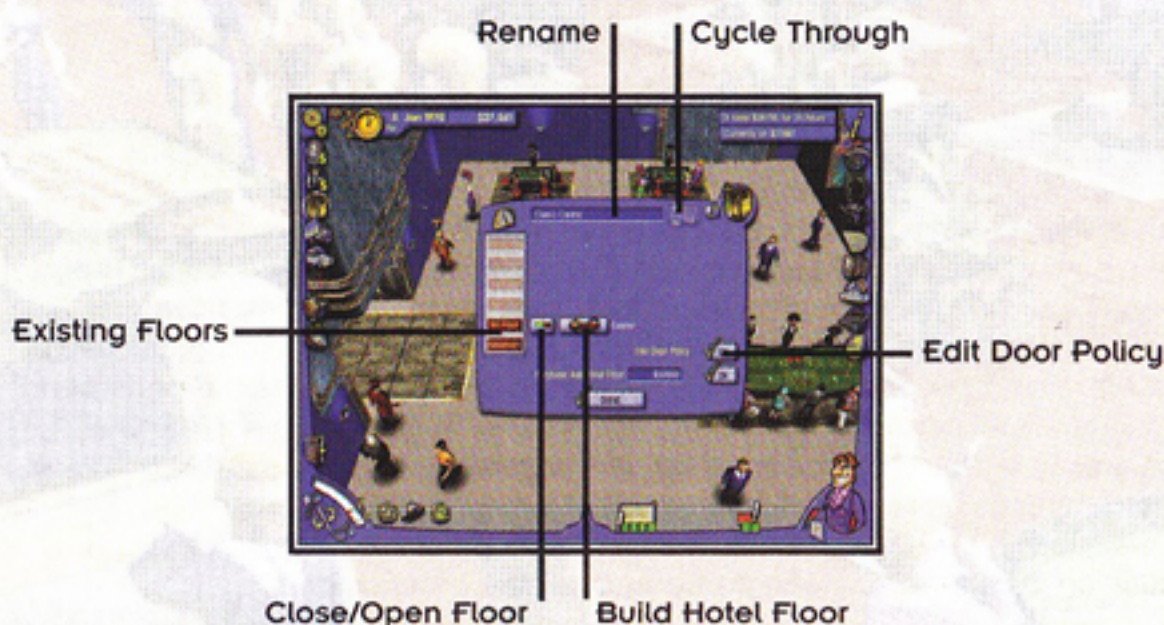
USE THE INFO ABOUT ATTRACTIONS SCREEN TO SEE WHICH GAMBLING ATTRACTIONS ARE MAKING A LOSS. THEN OPEN THE ATTRACTION CONFIG SCREEN FOR THEM, AND CHECK THE % OCCUPANCY FIGURES. IF THE OCCUPANCY IS ABOVE 50% AND THE ATTRACTION IS MAKING A LOSS, YOU PROBABLY HAVE A DEALER CHEATING!



CONFIGURE YOUR PROPERTY

CONFIGURE YOUR PROPERTY

The third action button down opens up the Configure Your Property window that allows you to: rename your casino, cycle through your other properties (if applicable), add additional floors in the same building, set up hotel floors, edit your door policy or put your property up for sale (as long as it's not your only remaining property).



RENAMING YOUR CASINO

You can rename all the casinos you own by clicking on the name to access the text cursor. Delete the existing name and re-type your choice.

CYCLE THROUGH

If you own more than one casino you can click on the Cycle Through button to step through them one at a time

ADDING FLOORS

Click on the OK button to Purchase an Additional Floor (at a cost of \$50,000 per floor). Each floor has an indicator to show if it is open (Green light) or closed (Red light). Click on the light to change this status.

CONVERTING TO A HOTEL FLOOR

You can turn any floor you have purchased that's free of any attractions into a hotel floor by clicking on the Build Hotel Floor button. This will open a new window with a Star Rating setup cost: One Star Hotel (cheapest) to a Five Star Hotel (most expensive). There are 16 rooms in a One / Two Star hotel floor, 12 rooms in a Three / Four Star hotel floor and eight rooms in a Five Star hotel floor.

If you can't afford the cost for a particular star rating level the amount appears color coded in red. You cannot alter this set up cost, but you can alter the Daily Room Rate. The figure shown is only the suggested amount for the highlighted star rating. To change the amount click on the blue up/down blue arrows. Remember that you can charge whatever you like for the rooms but that visitors all have their own

views of what they should be charged and you will need to attract visitors to stay to make money on the hotel floor. Initially you'd be wise to stick to the guide price shown and adjust it later when you understand the needs of your particular clientele.

Hookers and their clients will go to the hotel nearest to the place where they met, in order to conclude their business. They do not worry about the Hotel's star rating and you can use this to your advantage if you've got a little-used five star hotel floor!

HINTS

ALTHOUGH AT FIRST GLANCE THE FINANCE SCREEN LOOKS DULL, THERE IS A LOT OF INFORMATION TO BE GLEANED FROM LOOKING AT THESE NUMBERS. YOU CAN SEE WHICH ATTRACTION TYPES ARE MAKING OR LOSING YOU MONEY!



REAL ESTATE & ADVERTISING MENU

EDIT DOOR POLICY

You can choose to refuse entry to any visitor of any type but you must have a Doorman installed first to carry out your orders. Click on the Edit Door Policy OK button and a new window will open showing a list of all visitor types all marked with green boxes. Click on a type of visitor you want to exclude and that box will change to red; effectively giving orders to your Doorman to restrict entry to that type. Remember, the better the rating of your Doorman (and the Bouncers working with him) the more effective will be your Door Policy.

You can also choose to exclude all attendees of a particular Convention. This option will only appear on the Door Policy menu after each Convention has started.

REAL ESTATE AND ADVERTISING MENU

The fourth action button from the top is the Buy Real Estate and Advertising menu. Click to access the two buttons under this menu – clicking on them opens a window showing a map of the city. If there is no Real Estate or Advertising available for purchase, the relevant button will be grayed out.

BUY REAL ESTATE

If you're alerted that one of your opponents has bought new Real Estate, you might want to check out if it's near any of your properties! If you're alerted that some Real Estate has been put up for sale, you might want to check it out and perhaps make an offer yourself.

THE REAL ESTATE MAP

The Real Estate Map shows the location of any property currently on the market. The map can be scrolled in any direction using the blue arrows or by holding down the left mouse button and moving the mouse and it can be zoomed in and out by clicking on the magnifying glass buttons (+/-). An eye icon on the map shows the location of the current in-game 3D view with a red triangle indicating the direction of view. The map key button (bottom left) will open up a key explanation of the colors shown on the map.

The location of any new casino is very important in Casino Inc. Generally, sites near hotels, other casinos, the airport, railroad station, or right in the center of the city are the best. Try to avoid buying property in the outskirts of any city, unless it is very close to a transport terminal.

Property currently available for purchase is shown with a flashing red outline.

A list of all property currently available in the city is also shown in the text panel to the right of the map. To see details of any property, left click on it on the map or on the list and the map will center on it showing details of the suggested offer price in the box below.

To be sure of your bid being accepted, you should bid higher than the Value amount shown. You can adjust this bid by using the blue arrows or by clicking in the bid box and typing in a new amount. To make your bid, click on the Buy button. After a while you will receive a message telling you if your bid was successful. Your opponents are notified when you make a bid that is accepted, and they may decide to try to outbid you.

Quit the window by clicking on the icon in the top right or selecting another button on the main interface.

BARGAINS

If you receive a message that one of your opponents has gone out of business it's more than likely that their casino will soon be up for sale at a very cheap price. If you are looking to expand and have the necessary funds, you might just be able to pick up a bargain.

MANAGING A NEW PROPERTY

Whether you buy an existing business or wasteland, when it becomes yours it is converted into an empty single-storey casino for your immediate use.



BUY ADVERTISING

You will see that there's a new Landmark button for your casino in the Landmarks section of the interface (bottom left of the screen). The new property will be given a default name: that of your original casino with a '2' but you can rename all your casinos by clicking on the Configure Your Casino button (see above).

If you do buy a new property, you will need to view both properties to keep tabs on your businesses. The quickest way to jump between them is by right-clicking on one of the Landmark icons that appear at the bottom left of the screen.

MERGING PROPERTIES

Managing two properties separately is a big challenge but if two properties are next to one another, you can choose to merge them. You will have to build them to an equal number of floors before merging, so this can be quite an expensive exercise. You can do this via the Configure Your Property button and you must first remove all hotel floors, because city planning regulations state that you cannot have a floor that is part hotel rooms and part casino. Merging two properties makes their management much easier.

BUY ADVERTISING

Click on the Buy Advertising button to open a map showing the location of all advertising billboards. The map controls are the same as for Buy Real Estate (above).

Advertising sites currently available for purchase are shown in Green.

Advertising sites currently owned by an opponent are shown in Red.

Advertising sites currently owned by you are shown in Blue.

A list of all ads in the city is shown on the right hand panel with the same color codes for ownership as above. You can sort the sites alphabetically by left clicking on the Location button or by star rating by left clicking on the Rating button. To view details of any ad, left-click on it using the Map or the List. The map will then show the location of the ad, with details shown in the box below the list. The higher the star rating for an ad, the more potential visitors will see it and, naturally, the more it will cost you.

The Advertising Audit Board regularly gives awards to the business judged in a poll by recent visitors to have the best advertising. These awards will also earn the winner a small cash sum.

To purchase advertising space for a week (non-negotiable), click on the purchase button. If the button is grayed out then someone else currently owns that site.

Quit the window by clicking on the icon in the top right or selecting another button on the main interface.

BUY AND MANAGE TRANSPORT MENU

The fifth action button from the top is the Buy and Manage Transport menu. Click to access the three options under this menu: 'Buy and Manage Shuttles', 'Buy and View Limos' and 'View Municipal Bus Routes' – all three will open a window showing a map of the city that can be controlled in the same way as the Real Estate / Advertising map (see above).

BUY AND MANAGE SHUTTLES

City Shuttles are used by all visitor types (except High Rollers), so they are a good way of increasing traffic to your casino, especially if it's located in the seedier outskirts of the city. Remember that visitors will usually travel from the airport or railroad station to a hotel when they first arrive in the city, and then from their hotel to a casino and you want that casino to be YOURS! Bear this in mind when planning routes.

Tip: You may want to set up a shuttle route from your opponents' casinos and hotels to your casino or from a terminal to your casino.

SETTING UP A SHUTTLE ROUTE

The Real Estate Map shows the location of any property currently on the market. The map can be scrolled in any direction using the blue arrows or by holding down the left mouse button and moving the mouse and it can be zoomed in and out by clicking on the magnifying glass buttons (+/-). An eye icon on the map shows the location of the current in-game 3D view with a red triangle indicating the direction of view. The map key button (bottom left) will open up a key explanation of the colors shown on the map.



BUY & MANAGE TRANSPORT MENU

- ♣ Click on the Buy and Manage Shuttles button.
- ♣ Make sure you access the Edit Routes panel.
- ♣ Click on the + plus symbol just below the word Routes and the word 'Route' plus a number will appear in the Routes panel.
- ♣ Click on its name to select that route.
- ♣ Click on a building on the city map that you want to service with this shuttle route, and then click on another building (preferably your casino) to create a Route to and from those points.
- ♣ A red line running between the two stops closest to these two buildings shows the 'best possible' route.

You can add more stops to the route by clicking on another building if you so wish and the building name will appear in the Stops panel on the right of the map. Remember that you must click on a building rather than a road or other open spaces.

You can also re-order the route by highlighting a building name in the list and use the up/down arrows just above the Stops panel to move the Stop up or down.

You can delete a Stop from the list by highlighting the name on the list and clicking on the minus button just below the word Stop.

When you are happy with the Route you have created, click on the Edit Shuttles button (lower right of the window).

The side display has now changed. At the top of the screen you will see the word 'Shuttles', and the current cost of a Shuttle displayed.

- ♣ Click on the + plus symbol to buy a Shuttle.
- ♣ Click again to add a second Shuttle (it's unwise to make visitors wait too long for the Shuttle service).

The new Shuttles will appear in the panel as Shuttles 1 and 2 showing what Route name they are linked to.

Shuttles will take a short amount of time to arrive in the city, but then will start to follow the route you have set up. You will see the Shuttles moving around the 2D map as black dots and a red cross will identify the currently highlighted Shuttle on the 2D map.

You'll be able to identify your casino Shuttles in the in-game 3D city view because they will be painted in your casino's theme colors.

- ♣ Exit the casino, locate the black dot on the 2D map and then left-click on it to see the Shuttle in the 3D view.

SELLING A SHUTTLE

To sell a Shuttle, select it from the panel and then click on the Sell Shuttle (- minus) button.

BUY AND VIEW LIMOS

Your Limos will cruise the city stopping at a number of standard Limo stops picking up visitors (especially High Rollers) who don't enjoy traveling on the Shuttle or the Municipal Buses.

- ♣ Click on the Buy and View Limos button to open the 2D Limos map.

Limos do not have specified routes in the same way as Shuttles; once you buy a Limo it will cruise the various pre-set Limo stops in the city, picking up visitors who want to come to your casino. The cost of the Limo is shown just above the buy/sell +/- buttons.

- ♣ To buy a Limo, click on the + plus button below the right hand panel.
- ♣ To sell a Limo click on the - minus button.

IF YOU SUSPECT
ENEMY CHEATS ARE
OPERATING IN YOUR
CASINO BUT ARE
UNABLE TO FIND
THEM, CLOSE THE
CASINO FLOOR -
REGULAR VISITORS
WILL GO TO YOUR
OTHER FLOORS OR
LEAVE, BUT CHEATS
AND
TROUBLEMAKERS
ACTING UNDER
ORDERS SOMETIMES
REMAIN, WAITING FOR
THE FLOOR TO RE-
OPEN.



BRIBE BROTHELS

VIEW MUNICIPAL BUS ROUTES

The Bus Routes 2D map will show you all the city's bus routes. There's nothing you can do to change the routes but knowing where they are might help you decide where you might want to buy Real Estate or buy Advertising. The routes and the number of buses serving them are listed in the right hand panel. Left click on a Route to see the bus pick up points on the 2D map.

BRIBE BROTHELS

The sixth action button allows you to bribe a selected brothel to send more or fewer Hookers to a selected rival's premises or to your own premises (usually the police will close down anywhere that has a large number of Hookers in it).

♣ Click to open the Bribe Brothels window.
If there are no 'brothels' in the city you will have to wait for one to be established before you can use this feature.

- ♣ Select the brothel you want to bribe (or influence) from the upper panel.
- ♣ Decide the location and whether you want to ask the Brothel to send more (hit the + plus button) or less (hit the - minus button) Hookers to that establishment.

The cost for each bribe is \$10,000 but the 'bribe' may not be effective after a short period of time, so you might need to pay again.

There can be advantages to sending more Hookers to your own casinos because your visitors can have their 'sex' urge satisfied without leaving your premises.

FIND NEAREST STAFF

The seventh action button opens the Find Nearest Staff menu.

♣ Click on one the staff type buttons to locate the nearest key member of staff of the type shown by the row of buttons.

These buttons are very useful when you need to act quickly to deal with a difficult situation and haven't got the time to scroll around the screen to find the right type of employee. For instance, you might need a Bouncer quickly to hand to deal with a difficult Troublemaker.

- ♣ Left click to select the nearest staff member and leave the view where it is.
- ♣ Right click to select the nearest staff member and center the view on the individual.

If a staff type button is grayed out, then there is no available member of that staff type on that floor, possibly because they are already dealing with an issue on that floor.

MOVE, SELL OR STORE ITEMS

The eighth and last action button allows you to move, sell or store previously purchased attractions or items and opens to a sub-menu of three additional buttons: Move Object, Sell Object and Store Object.

MOVE OBJECT

This allows you to rearrange attractions or objects on your casino floor.

- ♣ Click on the Move Object button and move the mouse pointer over the object you want to move - notice that the standard pointer changes to the 'move' pointer.
- ♣ Left-click to 'pick up' the object. It will now be attached to the mouse pointer and can be positioned in exactly the same way as when you first acquired it.
- ♣ Right-click to rotate, left-click to drop into position.



HINTS

THE 'FIND NEAREST STAFF' FUNCTION CAN BE A LIFESAVER IN DIFFICULT SITUATIONS. LEARN HOW TO USE IT BEFORE ITS TOO LATE!

THE INFORMATION BUTTONS

SELL

This allows you to sell an attraction or object you no longer require (perhaps you have upgraded to something bigger and need the floor space). By selling, you will only realize HALF the purchase value of the attraction/item.

- ♣ Click on the Sell button and move the mouse pointer over the object – notice that the pointer changes to the 'sell' icon.
- ♣ Left-click to sell – the money will be deposited in your current balance total.

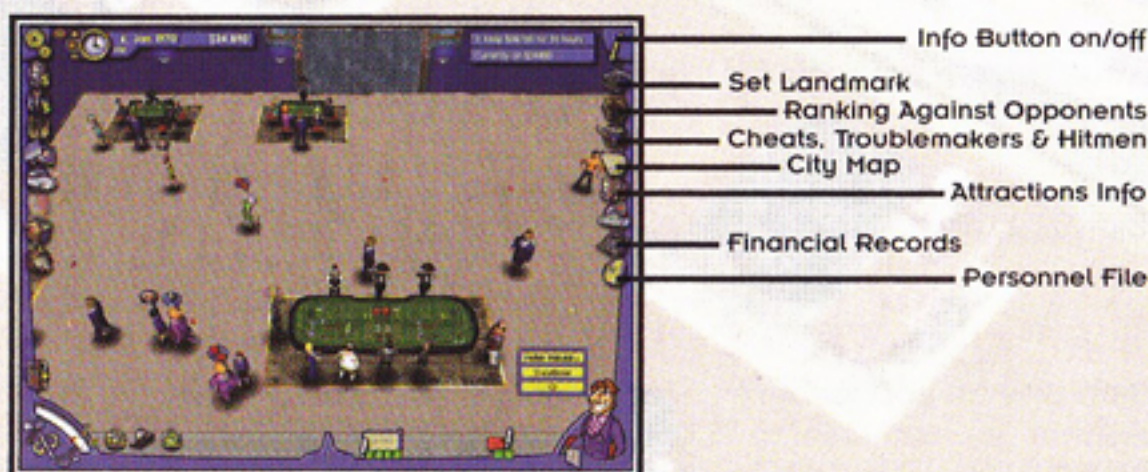
STORE

This allows you to remove attractions or objects from your casino floor and store them in the Store Room for use at a later time. For this purpose there is a Store button implemented under the Buy Attractions menu (see above).

- ♣ Click on the Store button and move the pointer over the object – notice that the pointer changes to the 'store' icon.
- ♣ Left-click to store. The attraction/item will be put into your Store Room to be retrieved at a later date.

THE INFORMATION BUTTONS

The top right section of the game screen is where the Information Buttons are located; featuring everything you might need to make informed decisions about your casino business. Note that some buttons are menu based and will open a series of additional buttons.



CREATE LANDMARK

Landmarks are pre-set camera positions that you can set up and store as icons on the game screen. As you get deeper into Casino Inc. you will have to jump from place to place and access different views quickly to keep up with all the action, so creating Landmarks is a very useful device: clicking on a Landmark icon will get you somewhere fast with no waiting.

- ♣ Choose a view you will want to access again.
- ♣ Left click on the Create Landmark button to set the current camera view as a Landmark icon.
- ♣ Click on the Landmark name panel to access the text cursor and type in a name for the Landmark to remind you of where and what it is. Hovering the mouse pointer over the icon will show the name you have assigned to that Landmark icon.

The Landmark is stored in the lower left icon bar and you can maximize the icon window to see all icons by clicking on the Min/Max Window button.



RANKING AGAINST OPPONENTS

RANKING AGAINST OPPONENTS

This button allows you to check your standing against all opponents and gives you different breakdowns of all related statistics. You can use this information to gather intelligence about which opponent is doing well and who might be the target of your Cheats and Troublemakers. The button expands to a menu of three pop-out information buttons: Yesterday's Visitor Numbers, Cash Balance and Market Share.

YESTERDAY'S VISITOR NUMBERS

This shows the number of visitors recorded yesterday in the facilities of each owner. The top ten owners are shown by default. The top twenty individual facilities can also be shown by clicking on the 'View by Building' button on the right of the window.

The data can be broken down and viewed by visitor type by selecting one of the buttons at the top or bottom of the window.

This information is useful for telling you what proportion of the total city visitors you are attracting to your casino. In conjunction with the Cash Balance information, you can use it to work out which facilities are the most profitable.

MARKET SHARE

This button opens up a Market Share information window. This displays the percentage of urge satisfaction in the whole city that has been happening in each owner's facilities.

The top twenty individual facilities can also be shown by clicking on the 'View by Building' button on the right of the window.

The data can be broken down and viewed by visitor type by selecting one of the buttons at the top or bottom of the window.

The data can be further broken down by urge type by selecting one of the buttons to the left of the window.

Several objectives involve taking a particular market share in a category, so the information provided by this window will be very useful.

CHEATS, TROUBLEMAKERS AND HITMEN

This button shows details of all your current Cheats, Troublemakers and Hitmen

These are characters that you can employ to your advantage against rival casinos but they cannot be hired in the standard way. You will have to 'turn them' to your side when they appear in your casino by letting your security staff loose on them. Initially these characters look exactly like any other visitor - it's up to your Security Staff to spot them, and the better the staff member's rating, the more chance they have of spotting a Cheat, Troublemaker or Hitman.

You must learn to take control of these dubious but necessary types and make full use of their skills.

♣ Click to open the individual sub-menu. If you have none of these characters working for you the buttons will be grayed out.



CHEATS, TROUBLEMAKERS AND HITMEN

CHEATS

When they are working for you Cheats, can be used to enter rival casinos and earn money for you by cheating on the gambling attractions. Cheats have a skill rating between 1 and 5 stars which governs how likely they are to get caught. You are not allowed more than five Cheats working for you at any one time so it's sometimes worth firing Cheats with low ratings to free up room to hire the more skilled operators.



The Cheats button opens a window showing details of Name, Visitor Type, Skill Level, Current Activity, Current Cash, and the Current Cash Limit of each Cheat. Along the top of the window are four orders buttons: Cheat, Act Innocent, Return Home and Fire Cheat.

♣ To view a Cheat at any time, right click on his/her name inside this window and he/she will appear in the center of the screen with the Cheat icon above their head.

GIVING CHEATS ORDERS

♣ To give an order to a Cheat, left click on his/her name (it will be highlighted) and click on the cheat icon: the Dice with Exclamation Mark.

This will open up the 'Cheat Where?' window showing a list of premises in the city in which gambling games are currently being played.

♣ Select the premises and set a cash limit which, when reached, will end the Cheat's activities and return him home to your casino basement with the loot.

Setting a maximum cheating cash limit is useful because, even in a poorly guarded casino, any Cheat will eventually be spotted, and then you'll lose all the cash he's accumulated up to that point. If you leave the limit set to '\$0', the Cheat will continue cheating until you tell him or her to stop or 'Return Home'.

Cheats will bet a typical amount for their visitor type (to avoid detection); so a High Roller cheat will accumulate a certain cash limit much quicker than a Senior.

If you think it's safe, you might want to give Cheats additional orders and increase the limit to keep them cheating at their current location, in which case select the Give Cheat Orders button in the usual way and select the casino where they are located from the list again, up their limit and let them carry on cheating!

The Act Innocent button gives the selected Cheat an order to 'stop all cheating' and behave like a model customer, this is useful if you think your Cheat is about to be spotted.

The Return Home button gives the selected Cheat the order to return to your basement.

The Fire Cheat button will sack the selected Cheat and send him (or her) packing.



CHEATS, TROUBLEMAKERS AND HITMEN

You can also take direct control of a Cheat at any time by selecting him/her and right clicking on a gaming table – this will order him/her to cheat on that attraction, or you can point him/her in the right direction by right-clicking on any part of the casino floor and he/she will walk to that point and Cheat in that general area.

TROUBLEMAKERS

When Troublemakers are working for you they can be ordered to go to rival casinos to cause various forms of trouble: start fights, damage attractions, spike drinks, create disturbances or be abusive to people. You can give direct orders to your Troublemakers in the rival casino or they can act under their own initiative.

The second button on the Cheats, Troublemakers and Hitmen menu opens up the Troublemaker's window. This is similar to the Cheat's window and shows the Name, Visitor Type, Skill Level, and Current Activity of each Troublemaker. Troublemakers function in exactly the same way as Cheats but their mission is to disrupt a rival's premises and make trouble.

♣ To view a Troublemaker at any time, right click on his/her name in the Troublemakers' window.

GIVING TROUBLEMAKERS ORDERS

♣ To give an order to a Troublemaker select him so his name is highlighted (left click on it) then click on the Fist button. This will open up the 'Make Trouble Where?' window showing a list of premises in which trouble can be made.

The Fist with a Halo button gives the selected Troublemaker an order to 'Act Innocent', which is useful if you think your Troublemaker is about to be picked up. The two remaining orders buttons are the same as for the Cheats order (Return Home and Fire)

You also can take direct control of a Troublemaker at any time by highlighting him and right clicking on:

- a person (to attack or offend them).
- a Bar (to spike drinks).
- on a part of the floor (to make him walk there and cause a disturbance).
- on a machine (slots, arcade, pinball or drinks) to break it.

Troublemakers, by the very nature of their job, will get involved in fights so if you receive a message that one of your Troublemakers has been knocked unconscious there's nothing you can do for a while – he or she will recover slowly.

HITMEN

Hitmen can be used by you and your rivals to cause chaos in any crowded casino. You can order a Hitman to shoot anyone in the city – if it takes place in a rival's casino, you can be sure that the police will be called, the floor will be closed, and visitors will think twice before returning to that establishment. Conversely, your opponents can use Hitmen on you with equally devastating results.

You cannot hire Hitmen in the usual way. You will be given them from time to time when a particular objective needs you to be especially forceful, or when the level of violence in your casino reaches such proportions that an armed response would be appropriate.

Remember that Hitmen can themselves be shot by Security Guards or the Police



HINTS

BE AWARE THAT WINNING CITY AWARDS CAN BE PROFITABLE. HIRING A FEW CHEAP JANITORS COULD EARN YOU \$10000 FOR THE CLEANEST CASINO IN THE CITY!

HINTS

USE TRASH CANS - YOU'LL FIND THAT THE JANITORS ARE MUCH BETTER ABLE TO KEEP YOUR CASINO FLOOR CLEAR OF LITTER. HIGHER STAR JANITORS WILL EVEN REMEMBER TO EMPTY THEM!

THE CITY MAP

Click on the third pop-out button from the Cheats, Troublemakers and Hitmen button to open the Hitman window. This shows a Name, Activity and Location.



Hitman's name Hitman's order's Return Home

♣ To center the view on a Hitman at any time, right click on the name in the panel.

GIVING A HITMAN ORDERS

To send a Hitman to another premises:

- ♣ Left click on the name in the Hitman window panel and left click on the 'Send Hitman Where?' button. This will open up another window with a list of places to which you can send the Hitman.
 - ♣ Select an establishment and click on OK.
- The Return Home button is the same as for Cheats and Troublemakers.

MAKING A HIT

You must take direct control of a Hitman to make a 'hit'. To do this at any time:

- ♣ Select the Hitman like any other staff member and right click on a 'target' character. This will open an option menu showing Attack (shoot now) or Follow (follow character to find a better place for the hit).
- ♣ Highlight your choice.

As soon as your Hitman opens fire it is likely that visitors will panic and that any Guards or Police in the vicinity will return fire. It is useful to give your Hitman a 'Return Home' command immediately after carrying out 'a hit'.

Sometimes Hitmen are rendered unconscious after a shot rather than killed outright. Be very careful, as they can still shoot after regaining consciousness.

THE CITY MAP

As you become more familiar with Casino Inc. you will understand the importance of knowing your city – it's not just what happens in your casino building that's important – it's everything that's happening all around the city; the terminals where the visitors arrive, the popular eating joints, the municipal bus routes, the nightclubs and, of course, the rival casinos.

- ♣ Click on the City Map information button to open a window showing a 2D map of the city.
- ♣ The map can be scrolled left, right, up or down by clicking on the small blue arrows, or by holding down the left mouse button and moving the mouse.
- ♣ The map can be zoomed in or out by clicking on the magnifying glass + plus or – minus buttons.

The 'Eye' icon on the map shows you the current in-game 3D view and a red cone shows the direction of view.

- ♣ Select the Map Key button to open the map key with full explanations of all map icons



INFORMATION ABOUT ATTRACTIONS

The map is also a good way to jump to any location in the city:

♣ Simply left-click anywhere on the 2D map and you will be taken directly to that location in the 3D world. ♣ Right-click on any facility to jump inside that facility.

INFORMATION ABOUT ATTRACTIONS

This button accesses complete information about all of your attractions in all of your casinos and gives full details of how each item is 'performing' for you.

Click the 'Info About Attractions' button to open the Attraction Information window. There are three separate pages for Gambling, Entertainment and Catering attractions, each accessed by clicking on the appropriate button at the top of the window.

The details shown for each attraction are:

♣ Name ♣ Status (Occupied, Empty or Broken) ♣ Profit (or Loss) ♣ Number of Times Played
♣ Min Bet (if applicable) ♣ Max Bet (if applicable) ♣ Location.

All information given in the window can also be sorted into alphabetical or numerical order by clicking on the column headings allowing you to compare all attractions easily.

Right-clicking on an individual attraction name will open the Configuration screen for that attraction.

HIGH SCORE TABLE AND OBJECTIVES MENU

It's always good to know how well you are doing in the game and this button will give you access to the Objectives and High Scores Table menu.

HIGH SCORES TABLE

Click the High Scores Table button to open a window showing previous high scores in the current city with details on: Objective Name, Score, Total Takings, Total Visitors, When Completed (game time), Duration and Real time Date/Time of completion.

Click on the button in the top left to toggle the High Scores table between all players and the current player.

VIEW THE CURRENT OBJECTIVE

Click the View Current Objective button to open a message window that will tell you your current objective (this will always be summarized on screen, top right). An additional button marked 'Hint' will give you tips on how to achieve the objective.

FINANCIAL RECORDS

You must always have sufficient funds to cover all your casino purchases and the only reason you will be allowed to go 'into the red' is to pay any police or city authority fines or to pay the staff wages. The Financial Records button will help you track down where money is spent or earned and opens a window that gives you access to all of your financial data. All figures can be itemized by category by clicking on an appropriate button at the top of the window for:



- ♣ Property
- ♣ Hotels
- ♣ Staff
- ♣ Gambling Attractions
- ♣ Entertainment Attractions
- ♣ Catering Attractions
- ♣ Awards
- ♣ Advertising
- ♣ Transport

PERSONNEL RECORDS

♣ Click on a button to view details of an income/expense item and the button will be highlighted. Click again to turn off an item. You can set up any combination of buttons on/off at any time for comparison purposes.

On the top left of the window is a calendar button that additionally cycles through and shows Days, Weeks, Months and Career finance information.

You can also refresh all casino current data to that exact moment in time by clicking on the Refresh Data button (the Arrow button) on the top right edge of the window.

PERSONNEL RECORDS

The last information button on the screen opens the Personnel Department window. You will probably be warned at some point early on in the game that some, or all staff are not happy with their agreed salary, this button is very useful if you want to adjust individual salaries or implement an 'across the board' settlement.

Here you can view details of all your staff in all of your premises (if applicable), with full information on: Name, Job Type, Current Salary, Star Rating, Morale and the number of times they have been spotted Cheating. All details can be sorted by clicking on the appropriate column heading button.

♣ Left-click on the button at the top of the panel to open the staff location menu and then select a specific location/floor or the 'All of your Staff' option.

♣ Left-click on an individual member of staff's name and the view window will center on him or her.

Information below the panel shows current salary, a city average comparison figure and bonus details. You can adjust individual employees' financial details here or, if you wish, you can Fire the selected character.

♣ You can multi-select staff by holding down the SHIFT or CTRL keys and left clicking on a series of names or you can select everyone in the list.

If you select multiple staff you will be able to implement a general salary increase or bonus payment to ALL selected staff (or if you're feeling mean, to sack everyone).

Zoom in/out magnifying glass buttons give you a chance to familiarize yourself with all your employees and watch them at work in your casino.

VISITORS

You've got to understand what makes your visitors tick. They are the ones who will bring in the hard cash you need to succeed and you won't get very far without understanding their needs and urges.

Visitors are characters that come to the city for a limited amount of time with the intention of spending their hard-earned cash enjoying themselves by going to the most tempting attractions available.

CHOOSING A HOTEL

Visitors arrive in the city at a railway or airport terminal, and the first thing they do is find a hotel. The hotel must be within the quality (star rating) range they want, within the price (daily room rate) range they want, and must be accessible by a means of transport acceptable to them.

HINTS

WHEN BUILDING HOTELS, 5 STAR ROOMS WILL GIVE YOU THE BEST RETURN OVER A LONG PERIOD AND 1 STAR OVER A SHORT PERIOD.



Visitors

CHOOSING TRANSPORT

Different visitors have different rules about how far they will walk, either from building to building or from building to a queue for, say, a Taxi. If two buildings are very close to each other, they'll walk. If they are not, they will look at their transport choices and pick their favorite. Again, each visitor type has their own preference; for example High Rollers have a strong preference for Limos, although they will also use Taxis. Seniors have about an equal chance of using a Taxi, Shuttle or a Bus. Teens prefer Shuttles, Buses, or walking, regardless of distance. Each visitor also has a limit on the time they'll wait in a queue before giving up and choosing a different destination.

CHOOSING WHAT TO DO AND WHERE TO DO IT

All visitors have six urges:

- ♣ Gambling
- ♣ Entertainment
- ♣ Food
- ♣ Drink
- ♣ Sex
- ♣ Rest

The urges increase if they don't do something for a while, and reduce when they are doing something that is satisfying that urge. So, for example, a Vacationer might start out with a high gambling urge, but after playing Black Jack for a while, his gambling urge is reduced and his entertainment urge increases, so maybe he'll want to go to see a Movie. Then, as his entertainment urge has been satisfied it reduces and he'll look to satisfy whatever has become his dominant urge; it might be gambling again, it might be to have a drink, or it might be to eat.

However, visitors don't change activities the instant that a different urge becomes dominant. The degree to which they are enjoying their current activity is a big factor. So, if that same Vacationer is playing Black Jack in pleasant, noise and smell-free surroundings, with a 5 star Dealer keeping him happy and a Host entertaining him, he's likely to keep gambling long after his entertainment urge has outweighed his gambling urge.

Deciding when to leave is strongly influenced by how happy a visitor is (this can be seen by looking at the color of the 'smiley' face on the visitor pop-up tooltip window). Every time a visitor has a new dominant urge, there is a chance he'll go somewhere else to satisfy it, but the happier he is the much smaller that chance.

Visitors get happier by winning money, by drinking, by being 'hosted' by a host and by being in what they regard as pleasant surroundings. Visitors quickly get unhappy when they see fights, unruly behavior, unpleasant surroundings, or news reaches them that you have wrongly disciplined a visitor.

When visitors choose where to go to satisfy an urge they take into account how good a facility in town is at satisfying that urge, how far away it is, how the transport to that place is rated, and any advertising they might have seen around the city.

If a visitor is in the process of leaving your establishment their urge icon shows you what he/she intends to do next. You can find out where they are going from their pop-up tooltip. Study this information and use it as a guide to what the visitors really want to spend money on in your casino; if they can get it at your establishment at the price and quality they demand then they won't leave your building so readily.



All visitors have personal limits for the minimum and maximum amount of cash they are willing to spend to fulfill any particular urge and for the minimum standard they are willing to accept from your casino. They also all have a limit for the size of bet they are willing to place in a gambling game, a maximum price they will pay for Entertainment, a minimum standard they are willing to accept for quality of food, or drink and a maximum amount they are prepared to pay for it.

HINTS

KEEP A CAREFUL
EYE ON YOUR LOW
SKILL CHEATS WHEN
THEY ARE IN AN
ENEMY CASINO SO
YOU'LL BE ABLE TO
MOVE THEM WHEN
EVER A FLOORMAN
IS CLOSE BY.

VISITOR TYPES

VISITOR TYPES

SENIORS

Seniors are the older visitors, they've got money tucked away but they can be very careful where they spend it. They have the smallest maximum bets of all Visitors and need more Rest than any other Visitor.

TEENS

Teens like all the brash, loud attractions but as a rule don't usually have the big bucks to spend. They are not permitted to gamble, but will sometimes watch others gambling instead. They are the least fussy about transport, often choosing to walk somewhere as their preference.

TRAILER TRASH

Trailer Trash visitors are cheap and cheerful. They're not too bothered about the ambience of your facility (in fact, they will probably be responsible for most of the litter dropped in your casino) and simply want to have as good a time as possible for the small amount of money they have to spend. Be careful, if your casino is attracting too many Trailer Trash visitors, they may dissuade the wealthier players from coming in (see Door Policy).

VACATIONERS

They've come to gamble and be entertained in roughly equal measure and can end up spending large sums of money. They are happy playing most gambling games, like to bet on sports events and enjoy generous portions of food and a good dance!

DELEGATES

Delegates are ordinary business visitors to the city (probably looking to live it up on expenses!). They like a flutter on the tables, especially Black Jack, Craps and Roulette, but also enjoy the entertainment and they have a high sex urge.

SOCIALITES

Socialites are wealthy visitors who can be very profitable for the casino. Unfortunately, they have high demands for quiet and cleanliness. Fleece them at Baccarat and Poker, and put on good quality Stage shows for them.

HIGH ROLLERS

Cattle, Oil, Banking, Technology and Media High Rollers have got the money to gamble big time but they will demand the best VIP treatment if they are going to be spending extended periods of time in your establishment. If your casino does not meet with their expectations they might just walk out and find somewhere else. High Rollers prefer to travel to your casino in Limos or Taxis and will never take a Shuttle or a Municipal Bus.

CONVENTION ATTENDEES

The city holds special conventions from time to time and you will be warned about any that are coming up. These conventions lead to an influx of visitors of all types whose needs and desires may be slightly different to regular visitors and whose behavior will be slightly different as a result.

Convention attendees are in the city to really enjoy themselves and are usually a very good source of income for all the casino's attractions. You will receive some notice about the opening and closing of a convention and if you have the time (and the money) you might want to appeal to those Delegates to come to your casino by altering the Entertainment and Catering outlets provided to subtly match their tastes. For example, Elvis Convention attendees probably aren't going to want Classical music on the Dance Floor or top quality restaurant food, are they?

Beware that certain convention types can lead to a huge upsurge in violence, drunkenness and general trouble in your casinos. You can set a Door Policy that excludes the current Convention type, but don't forget that if you do that you'll lose out on the income they can bring in.



VISITOR INFO PANELS

VISITOR INFO PANELS

If you hover the mouse pointer over any visitor to the casino (or any character in the city) you will notice that a small tooltips panel will pop up showing the visitor's Name, Visitor Type and a Happiness Icon. Happiness is rated at different levels of a color-coded 'sad' or 'smiley face':

Red Face	• Very Unhappy
Orange	• Unhappy
Yellow	• Content
Green	• Happy
Dark Green	• Very Happy

Visitors' happiness ratings show how good a time they are having. This is affected by the things that happen to them and by their surroundings, particularly the smell, noise and cleanliness of your casino. Obviously, different visitor types have different thresholds: for example, Teens are not as bothered about excessive noise but Seniors are. If an environment adversely affects visitors to a particular attraction you will see the following icons:



Smelly (for example, if a Kitchen is too close)



Too Noisy (for example, if Slots are too close)



Too Much Litter (for example, no Janitors or Trash Cans)

However, if a Visitor is particularly enjoying an attraction, you'll see a 'flower' icon floating up from the attraction.

Visitors will also complain if a floor gets too overcrowded.

If visitors become unhappy they will leave your casino and look elsewhere to fulfill their urges – be aware that most visitors also have a limited time in the city (they've got to get back to work to earn more money for next year).

WARNING SIGNS

If there is any significant change in the happiness levels of a visitor upwards you will see a transparent 'Smiley Face' icon rise from the visitor and pop in the air but if the change is downwards you will see a 'Sad Face' icon rise and pop. These are very important indicators of the appeal of your casino attractions and ambience.

It's understandable that some visitors will get drunk and cause trouble. Drunks are indicated by a 'drunk' icon flashing above their heads. These are not Troublemakers sent by rivals but the effect on your other visitors will be exactly the same. You must send your Bouncers to deal with drunks as soon as possible.

When a Troublemaker has been spotted by your security, he or she will have a fist icon over their head so that you can easily identify them



HINTS

FOR MORE HINTS CHECK OUT
WWW.CASINOCINGAME.COM

STAFF

STAFF

MORALE

The staff you employ are key to your operation – it's how they perform their job that will make or break your business - and it's how you control them that makes the difference between happy motivated, honest staff and disgruntled, cheating offhand employees. It's natural that where there's so much money around there will be cheats and fraudsters and it's up to you to employ the best rated staff and make sure that cheating is kept to a minimum and spotted quickly.

All staff are rated from 1 to 5 stars and their ability to perform their job is directly proportional to this rating. 'Five star' employees are rare and you will be competing with the other casino owners for the best quality personnel.

You have to pay your staff daily. Each employee has a minimum requirement and then it's up to you to make the job as attractive as possible, to keep them sweet. Remember, the happier they are, the more productive they will be.

Staff are usually unhappy when they are being harassed by a Troublemaker and you have not dealt with a difficult situation quickly enough. Unhappy staff will ask for a pay rise, threaten to quit, or simply just walk out. It's worth trying to keep good staff (especially the higher rated employees) when they ask for a pay rise and you can also tempt them with a bonus payment.

SECURITY

Trust no one.

Your Floormen are watching the Dealers and the visitors to make sure no one cheats. You and your CCTV cameras are watching everyone. But when it comes to the crunch, you've got to act quickly and give the correct orders to your security staff.

If a Cheat is spotted or suspected, a flashing Cheat icon will appear above the staff member or visitor and Bouncers can be given instructions to Eject or Discipline them. Discipline means 'take down to the basement and interrogate with violence'; the Bouncers will carry out your orders but some of them (the lower rated ones) may be a little heavy handed and sometimes accidental deaths occur. Don't forget that not everyone a Floorman spots cheating will be actually cheating. Floormen can make mistakes, and low-skilled Floormen can make lots of mistakes!

Armed Security Guards can also be ordered to Attack anyone suspected of carrying a gun. Beware of using this order - 'Attack' means drawing their gun and firing at a suspect. This single act will disturb the running of the casino and bring the police onto the scene. Only give the Attack order to a Security Guard when you have strong evidence of an enemy Hitman on your premises.

STAFF DISCIPLINE

Your own staff are not immune to a little cheating themselves. If one of your Floormen spots a Dealer cheating then he will tell you and you can take the appropriate action to discipline him or her. Remember, the higher the Floorman's skill rating, the more likely he is to be right and the higher the Dealer's skill rating the less likely he is to cheat. Disciplining innocent staff will lead to a drop in all staff morale and adversely affect the running of your casino.

HINTS

USE WALLS TO PREVENT VISITORS ENJOYING ONE ACTIVITY FROM DISTURBING VISITORS ENGAGED IN OTHERS - BUT BE SURE TO LEAVE ENOUGH ROOM FOR A FREE FLOW OF VISITORS.



ACTION ON THE CASINO FLOOR

ACTION ON THE CASINO FLOOR

Once you have set up your casino and your first visitors appear on the premises you've got to keep ahead of the game and be aware of what's happening in many different places at the same time; you've got to understand how the visitors are interacting with your attractions and your staff and to be aware of how effective (or profitable) that interaction is. If it's all happening too fast for you remember that you can always stop the action by pausing the game (press key P) or slow down the action by using the game speed buttons (Fast/Normal/Slow).

THE WORKING DAY

Running a casino is a 24-hour a day business – you never close – so the accounting, money paid out to staff, and visitor numbers audit is done at the end of every 24 hour period. You'll receive an audio message telling you when the wages have been paid and a pop up window summary will give you details about the number of visitors, the casino takings, profits, and wages paid out.

BUILDING UP CASH

Building up a strong cash reserve isn't easy. Usually, to increase takings you have to invest your cash in new attractions and higher rated staff but all that can take time. Using Cheats efficiently can bring in quick cash but remember that the amount a Cheat can steal without arousing suspicion depends on which visitor type he or she is: High Roller cheats can usually earn the best and can be very valuable to you. You might also want to consider excluding low-level gamblers such as Seniors and Trailer Trash from your casino if you have limited space and your casino is likely to get overcrowded (see Door Policy).

OPPONENTS

You'll soon find out that it's a cutthroat business running a casino. There are people out there who don't want to see you doing well and it's always good to know who they are. When you know your biggest rivals you can concentrate your efforts on putting them out of business!

Putting an opponent out of business will require more than just offering visitors a better time in your own casinos. You'll have to make sure his casino is very unattractive by sending in your Troublemakers to cause mayhem. You can also use your Cheats to rob him of money from the gaming tables and, as a last resort, use a Hitman in the hope that the police will close his casino for a period of time and punish him by imposing a large fine (hopefully more than he can afford). If an opponent is closed for a short period of time you should benefit from an influx of visitors – but can you handle the higher number of visitors?

If one of your opponents announces publicly that he doesn't like you, probably as a result of something you've done to him (but maybe just because you're muscling in on his profits) you can almost guarantee that he'll be sending Cheats, Troublemakers or a Hitman to your casinos at some point in the near future. Deal with it.

FINANCIAL TROUBLE

If you discover one of your opponents has got into financial trouble then it's always worth knowing the reason; his casino might be in a bad location, he might have suffered a fire, it might be because other opponents' Cheats and Troublemakers are costing him dear or he might have been repeatedly fined by the authorities. Keep an eye on further messages about this opponent, or try sending a Troublemaker of your own to his facility to see what is happening there.



HINTS

Use
TROUBLEMAKERS
IN CONJUNCTION
WITH YOUR
CHEATS TO CREATE
DIVERSIONS AND
TO DEFEND YOUR
CHEATS BY
ATTACKING THE
ENEMY SECURITY
IF THEY TRY TO
DISCIPLINE YOUR
CHEAT.

REWARDS AND PUNISHMENT

CASH SURPLUS

If you find out one of your opponents has a large cash surplus (usually the first sign that he will be planning to expand soon) it's always worth finding out what has made him so successful by sending a Cheat or a Troublemaker into his facility and looking around his premises.

Setting Up Hot Keys for Staff Groups

You can assign a member of staff or a group of staff to a hot key to allow you to quickly select them. To do this, select the staff member or members, then hold down the Control key and press numbers 1-9 on the main keyboard. You will see that a staff member assigned to a group has the number of his or her group above their head. Simply press this number key on the main keyboard to select the group at any time.

To un-assign hot keys, hold down the Control and Shift keys, and press the number of the group you want to un-assign.

To cycle between all members of a group, hold down the Shift key and press the number of the group.

REWARDS AND PUNISHMENT

POLICE RAIDS

A police raid is not good for business because the police will always close any floors relevant to their investigations and you will lose all of your visitors.

Police raids are carried out for the following reasons:

- too many fights.
- too many staff members cheating.
- a low standard of hygiene.
- too many Hookers.
- a death on the premises.

If a visitor you were disciplining has not been able to withstand the punishment and has died, the police department will arrive to investigate the death, leading to the closure of the floor in your casino where the incident took place.

The police also have the power to fine you heavily following any investigations. You have no right of appeal against this action.

FIRES

If you have a fire on your premises (usually in the Kitchen) you must take immediate action: order all your Janitors to try to keep the fire from spreading until the Fire Department arrives. If you act promptly and have enough Janitors on the job they may put the fire out for you. If one of your opponents has a fire at his premises and you have any Cheats or Troublemakers there, you should call them home at once.

CASINO AWARDS

Throughout the game you will receive award messages appearing as pop-up windows, some will be about your casino, others will be about rival establishments. There are 'good' awards and 'bad' awards but in all cases use the fact that there is an award to your advantage.

Tip: if you want to receive Alert Messages when you win an award but not when your opponents do, set the Awards Alert Message Filter to High Only



CREDITS

CASINO, INC. IS A HOTHOUSE CREATIONS PRODUCTION

PRODUCER

Rob Davies

GAME DESIGN

Rob Davies
Alastair Murray

ADDITIONAL GAME DESIGN

Andrew Rilstone
James Robertson

3D PROGRAMMING

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OPERATIONAL SUPPORT

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Natalie Bailey
Leisa Foxlow
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MARKETING

Martin Carr

HINTS

CHEATS WILL ONLY
BET THE TYPICAL
BET SIZE OF THEIR
VISITOR TYPE. ITS
GOING TO TAKE A
SENIOR CHEAT A
VERY LONG TIME TO
MAKE \$5,000, BUT
A HIGH ROLLER
WILL BE THERE IN A
HANDFUL OF BETS.



CREDITS

CITY MUSIC COMPOSED AND PRODUCED BY JIM WEST AT BLUE BOX PRODUCTIONS

CITY MUSIC PERFORMED BY JIM WEST, GLEN SWAINSTON AND PAUL HODGKINSON

CASTING AND VOICE PRODUCTION BY PHILIP MORRIS AT ALLINTHEGAME LTD.

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Russell Bentley

ENGINEER

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RECORDED AT TRIDENT SOUND STUDIOS LTD, LONDON

MANUAL

Alkis Alkiviades at The Write Stuff

WEBSITE

BH Studios

USES BINK VIDEO.

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SPECIAL THANKS:

(RD): Spud and J, (MD): Jez, Bill Murray, Family Dever's, (PR): Valve for making Half-Life and Pobby the Cat, (TM): Joseph Green, Adam Rickitt and Hanson (IB): Justine Brindle, George Carlin & Morihei Ueshiba, (LP): Dylan Lewis, Lara Mairs, Kam and Nick, (KZ): Danielle Lewis, Susan Zadziuk, Stephan Zadziuk, (RS): Lythia and Pepi, Steve Wozniak and Steve Jobs, Charles Darwin, (RB): Victoria Parsons, Oliver Rogers & Howard Tomlin.

TO THE MEMORY OF MARK BRINDLE (1967-2002)



KOE CREDITS

PRESIDENT - KONAMI OF EUROPE GMBH

Kunio Neo

PRODUCT DEVELOPMENT MANAGER

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PC COMPATIBILITY QA

Konami of America

QUALITY ASSURANCE

Roppongi Monitoring Centre Inc. Japan (RMC)

ADDITIONAL PC COMPATIBILITY QA

Absolute Quality. USA

PC LOCALISATION TESTING

Babel Media

KONAMI OF EUROPE SPECIAL THANKS

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Simba

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Everyone at KOE.

DESIGN

department.x

MANUAL TRANSLATION

Eurotek Multilingual Limited





CASINO Inc. THE MANAGEMENT

CASINO INC. 'THE MANAGEMENT' EXPANSION PACK

WHAT'S NEW

You've already made a fortune running your empire in Casino, Inc - and now here's the chance to have even more fun with 'The Management' Expansion Pack.

The new features are:

- ♣ 3 New Cities for you to experience.
- ♣ A Sandbox mode which allows you to continue playing the new cities and the old cities after completing all the objectives.
- ♣ New Attractions, including Jackpot Slots, Punch Bags, Shooting Galleries and Cocktail Bars.
- ♣ New Staff, including Circus Stage Acts and pianists.
- ♣ New Casino Themes to choose, including Polar's, Centurions and Cutthroats.
- ♣ New Convention types, including Zombies and Hippies.
- ♣ New Game Features, including Hitmen with bombs!

TECHNICAL SPECIFICATION

Make sure the technical specification shown on the Casino Inc box matches that of your computer. You must have the original Casino, Inc. installed on your computer.

INSTALLATION

♣ Insert the Casino Inc. Expansion Pack CD into your CD-ROM drive. If autorun is enabled, the Casino Inc. 'The Management' Expansion Pack will take you to the Installation screen. ♣ Click on the 'Install' button and follow all on-screen instructions. ♣ If autorun has not been enabled, you'll have to double-click on the 'My Computer' icon on your Windows® Desktop, then on the CD-ROM icon and when the window opens click on 'Setup.exe' and the game will begin to install. ♣ Follow all on-screen instructions during installation. ♣ Once Casino Inc. 'The Management' Expansion Pack is installed on your computer it will appear in the Program Group on the START Menu.

LOADING

♣ Select Start/Programs/Konami/Casino Inc. The Management
The game will now load.



THE README FILE

♣ This manual will take you through most aspects of Casino Inc. The Management but we've got to take some timeout to get it printed so it might not contain the very last minute stuff. For the latest information check out the Readme file found on the CD. Click on 'View Readme' in the Program group on the Start menu.

CONTROLS SUMMARY

The controls have not changed from the original game.

THE NEW CASINO THEMES

You can now choose from twelve casino themes.
The following themes have been added to the original six:.

CLEO'S CASINO

The mystique of Ancient Egypt brought to life in Cleopatra's Den.

CUTTHROATS CASINO

'Avast me Hearties', its all the romance of piracy on the Seven Seas, with cannons and cutlasses everywhere.

THE TOY-BOX CASINO

Teddy Bears, Toy Soldiers and ABC bricks form a décor reminiscent of childhood.

TEX'S CASINO

Tex's Casino offers a place for Cowboys to forget about their cattle and lose their hides on the gaming tables.

THE CENTURION CASINO

The Roman Empire is brought back to life at Centurion's.

POLAR'S CASINO

It looks cold, but you're guaranteed a warm welcome in the icy world of Polar's.

THE CITIES

Casino Inc. The Management features three new cities where you can set up your first casino: you are advised to start with Cashmore Heights, then play Dollarington and finally Chip City. You can also revisit any of the original cities and replay them with the new features of the Expansion Pack.

CASHMORE HEIGHTS

Cashmore Heights is a small, compact city just beginning to enjoy its tourist trade, following the city's recent legalization of gambling.

There is only one major Casino-owning opponent here, plus the usual Entertainment, Food and Drink establishments. Although advertising and transportation opportunities are limited here, you'll still need your wits about you to dominate the city.

As the easiest city to benefit from all the additional attractions and furniture, use it to learn how things work before tackling Dollarington and Chip City.

DOLLARINGTON

Dollarington is a large city with a vibrant tourist quarter. You will start here in a great location! Two rival casinos, restaurants, bars, movie theaters and a nightclub all peacefully co-exist in this up-market district in the south east corner of town.

However, across town things are a lot seedier! You'll find that jealous rivals from this district are eager to muscle in on your business and disrupt trade. You'll have to be as ruthless as them to survive.

There are also plenty of cheap Industrial buildings for sale which will allow you to expand your business once you've seen off those out to get you. Maybe you can even satisfy the sleazy demands that visitors used to have satisfied by your enemies facilities!

CHIP CITY

Chip City is a busy metropolis with a well established tourist trade and three thriving casinos. You must start in the relatively undeveloped western district, separated from the hustle and bustle of the eastern district by the railroad track which runs north to south.

Unfortunately, your starting position is where the low spending Seniors, Teens and Trailer Trash hang out. You will need to maximize your advertising and transportation opportunities to draw the higher spending visitors from across town. Having established yourself and seen off some local rivals, you'll need to take on the huge challenge of competing with the big casinos, possibly by buying your own place in their backyard.

Chip City demands the best from you, as the hardest city in Casino, Inc.



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